76
A-60
08
ROADHOG
E54

VISUAL SOURCE BOOK

OVERWATCH

VISUAL SOURCE BOOK

FOREWORD:

It's been a long time since we've stepped into a new world.

Launched a new idea.

As we set out, we were faced with a big question: what did we *really* want to make? What story did we want to tell?

Over the years, Blizzard has traveled to many fantastic realms. We've commanded the forces of the Horde and the Alliance as they fought for control of Azeroth, and then we saw, firsthand, the battle-scarred *World of Warcraft*. We've driven back Diablo's evil across the lands of Sanctuary and ventured into the Burning Hells and the High Heavens. We've explored the vastness of the *StarCraft* universe and decided the fates of ancient alien civilizations from the deck of the *Hyperion* and aboard the *Spear of Adun*.

So... no pressure.

As our favorite gorilla, Winston, is fond of saying, "Imagination is the essence of discovery." It turns out that we found our inspiration much closer to home: our home.

Earth.

Could we capture the diversity and wonder of our world, but infuse it with the mystery, adventure, and heroism of the universes we'd dreamed up before? We envisioned a vibrant future that was recognizable but optimistic, a future we'd love to see for ourselves. (After all, we wanted our flying cars.)

The story of *Overwatch* is, at its heart, about people coming together. About heroes from around the world joining forces to save humanity in its darkest hour. Their commitment—their friendships—built a far better future than anyone could have imagined. It's a common thread in *Overwatch's* world and themes, and it's also the story behind the game's development and the team that came together to make it a reality.

As any proud parent can tell you, creating something new is a massive undertaking, and *Overwatch* was no exception. We are indebted to our Blizzard family. Without their enthusiasm, expertise, and support, none of this would have been possible. We love this game and the world that it lives in, and we can't wait to share it with you. It is our hope that you will enjoy it as much as we've enjoyed bringing it to life.

Thanks for joining us as we take the first steps on this journey... into a brighter future.

We're just getting started.

—The *Overwatch* Team

OVERWATCH™

OVERWATCH™

20. Bastion
24. D.Va
28. Genji
32. Hanzo
36. Junkrat
40. Lúcio
44. McCree
48. Mei
52. Mercy
56. Pharah
60. Reaper
64. Reinhardt
68. Roadhog
72. Soldier: 76
82. Symmetra
86. Torbjörn
90. Tracer
94. Widowmaker
98. Winston
102. Zarya
106. Zenyatta
112. Dorado
116. Hanamura
120. Hollywood
124. Ilios
128. King's Row
132. Lijiang Tower
136. Numbani
140. Route 66
144. Nepal
148. Temple of Anubis
152. Volskaya Industries
156. Watchpoint: Gibraltar
160. Conversations with the Overwatch Team

06. OVERVIEW
18. HEROES
110. ENVIRONMENTS
170. CREDITS

INTERNATIONAL JU

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OVERVIEW

OVERWATCH IS BACK

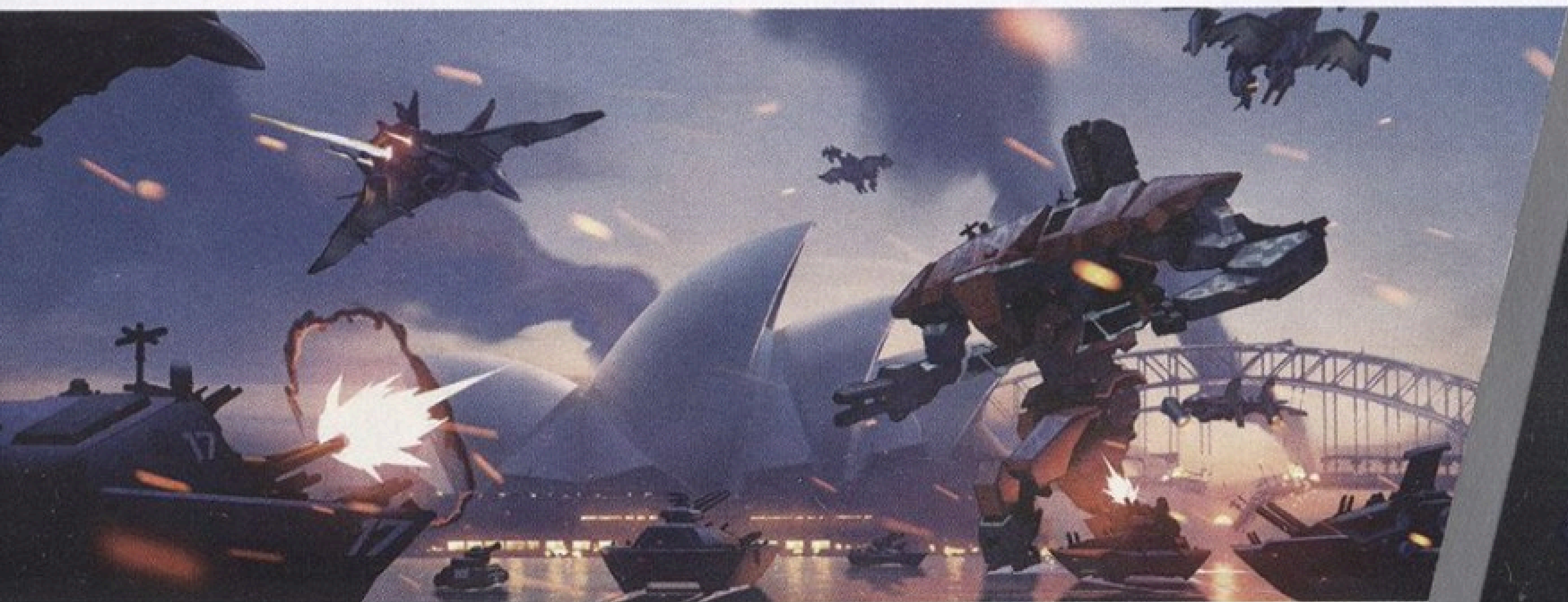
UNCERTAINTY AND HOPE AFTER UN CONFIRMS VIGILANTE ACTIVITY

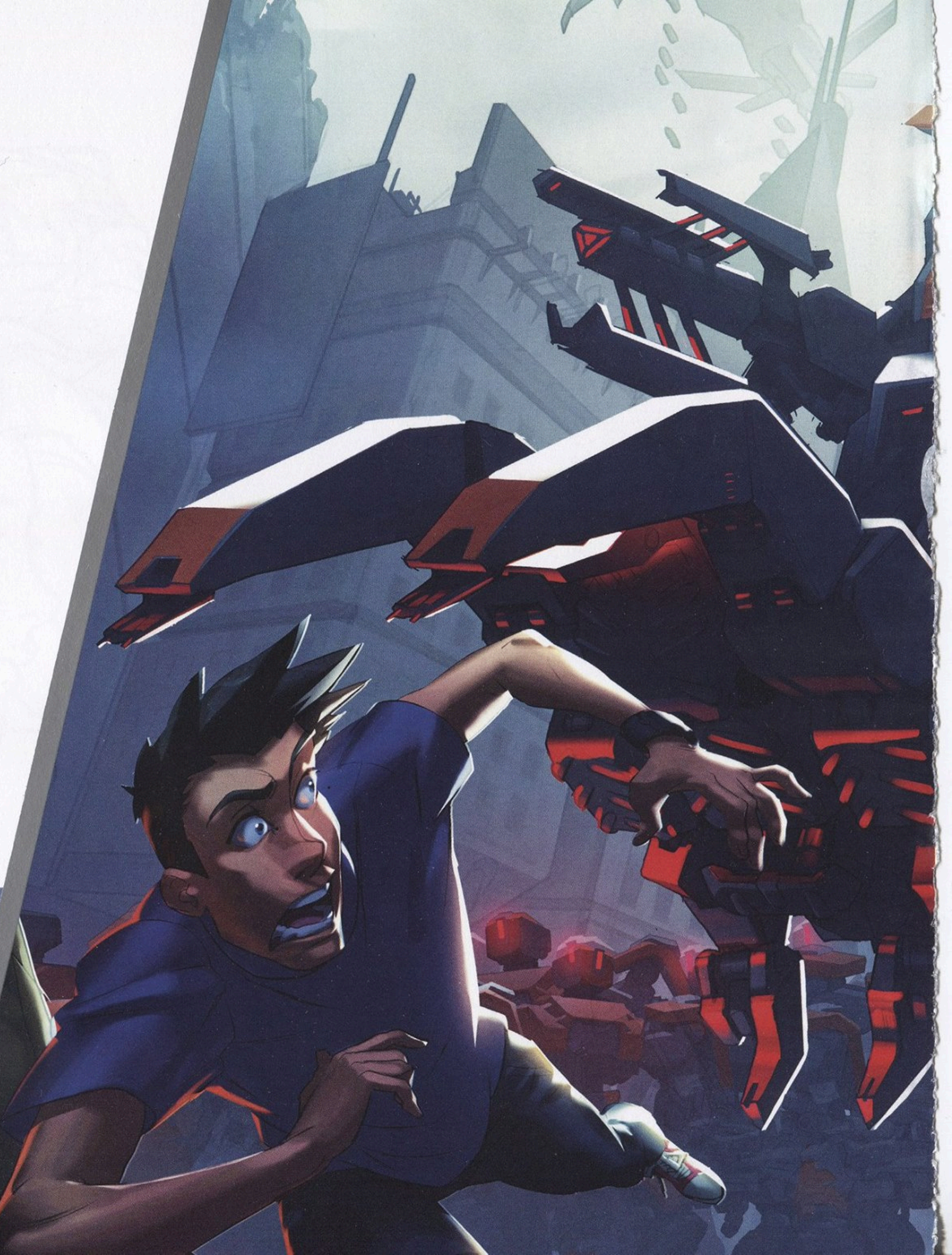
By Olympia Shaw

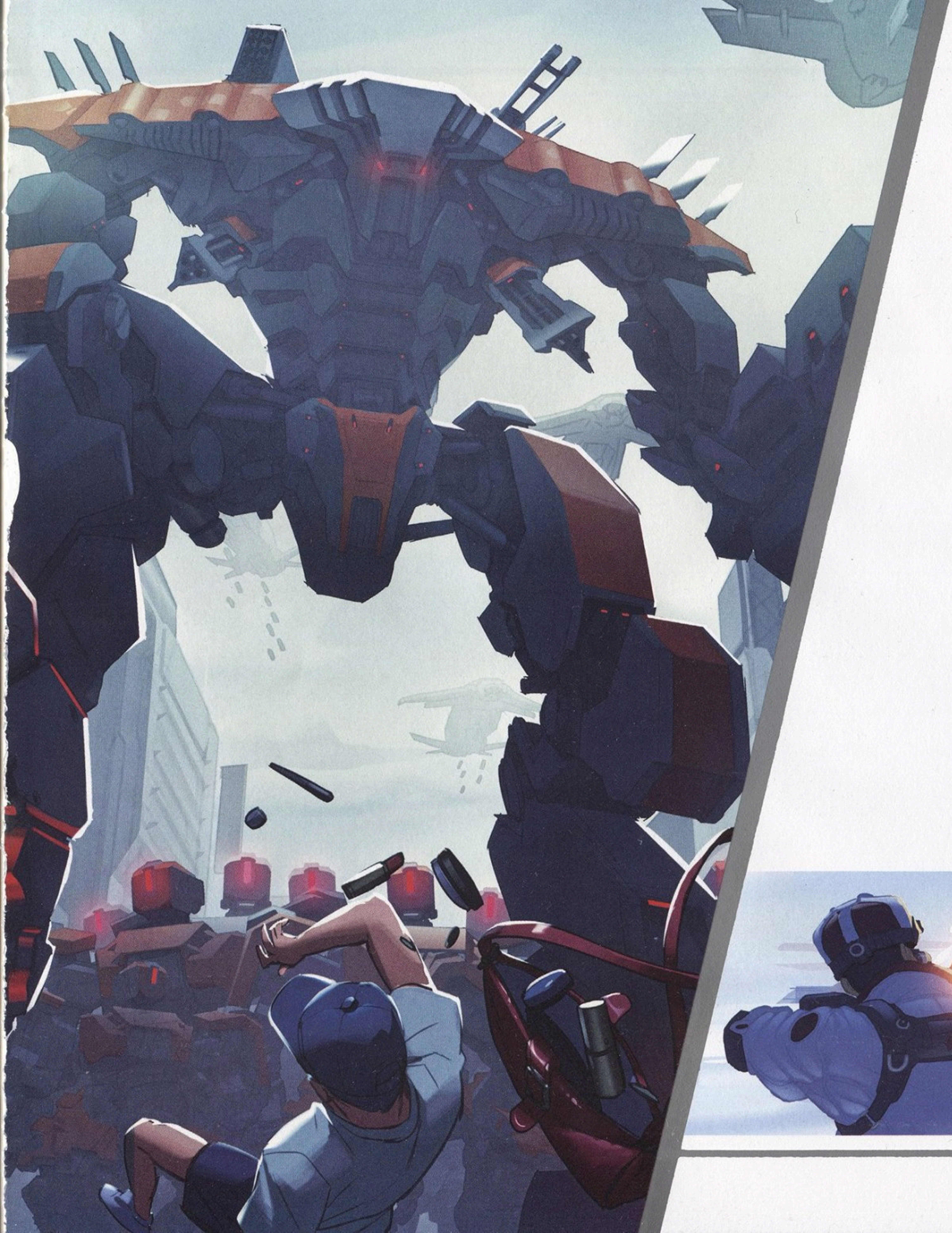
NEW YORK CITY *(Atlas News)* – In the past few weeks, investigators confirmed that a number of violent incidents across the world, including yesterday's attempted museum heist, have involved several notable former Overwatch operatives.

The United Nations finally admitted today that those individuals were not acting on official orders.

In its entirety, the UN's terse statement reads: "The United Nations has not authorized any Overwatch operations. The organization's charter remains revoked." Further questions from this reporter were met with hostility or silence.







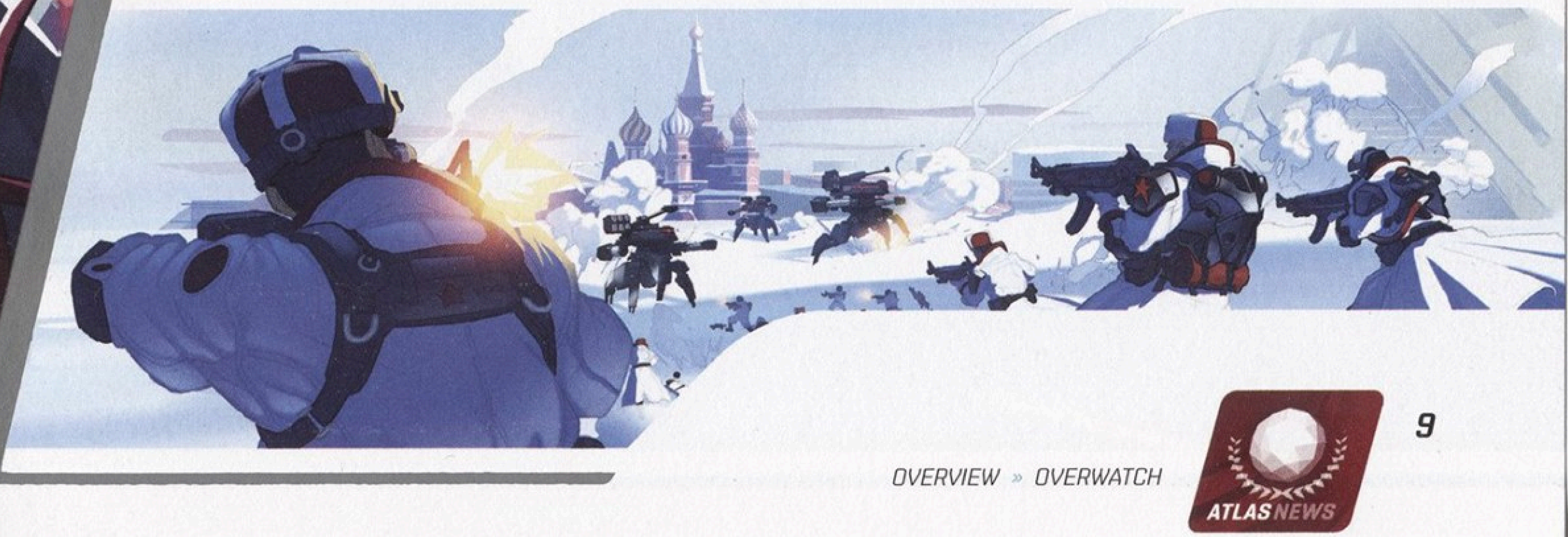
Such a short statement belies its astonishing truth: We have not seen the last of Overwatch. Being dismantled by the UN only drove them into the shadows.

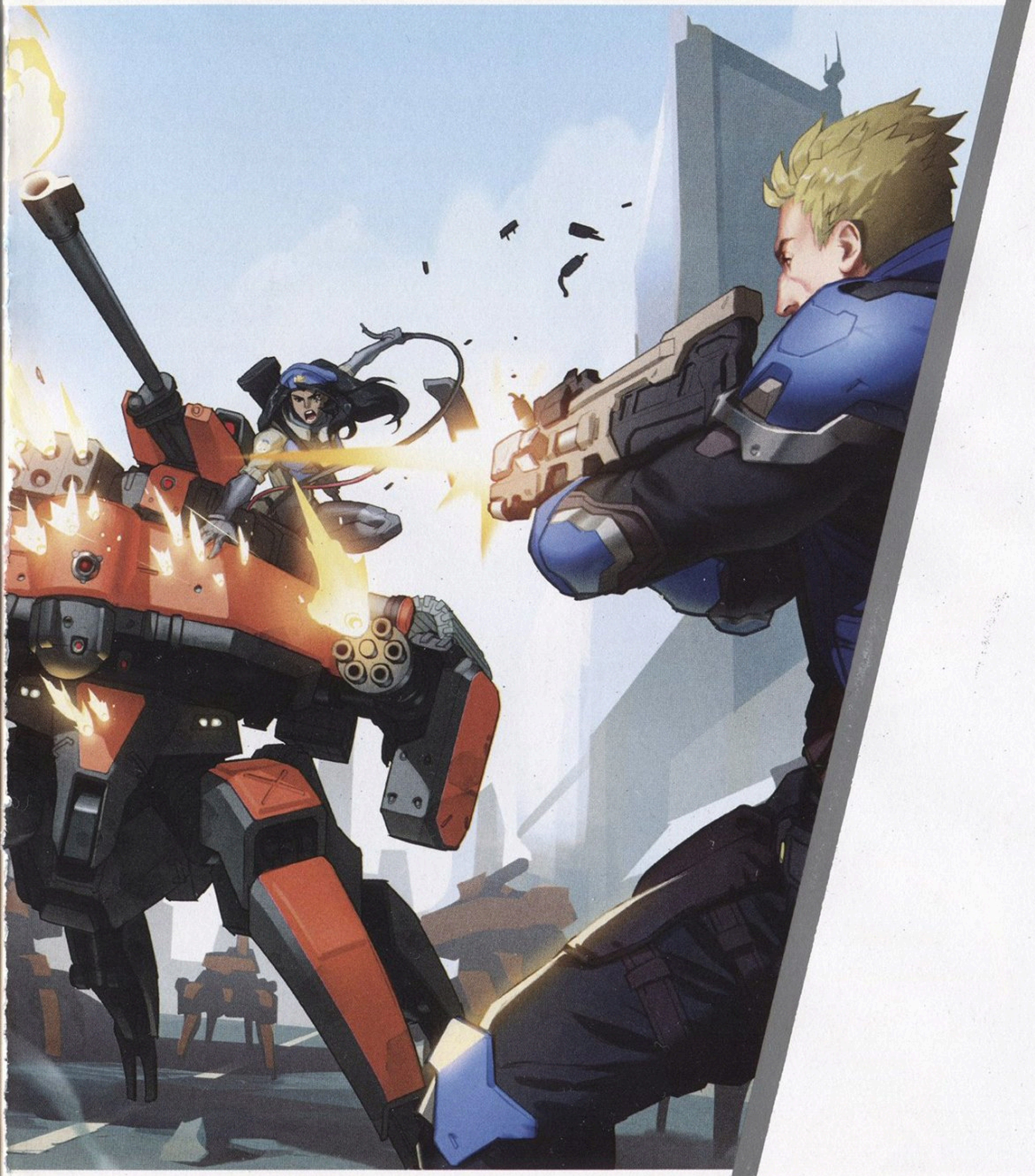
This news will undoubtedly spark concern. It should. Overwatch was dismantled due to overwhelmingly negative public sentiment and allegations of corruption and abuse of power; the thought that the organization's remnants are operating without supervision is a chilling one.

But while government officials from the Kremlin to Downing Street were quick to issue unreserved condemnations, the public was not. An Atlas News flash poll taken today showed a large amount of anger over the possibility that agents of Overwatch had gone "rogue," but it was the poll's final question that revealed the most interesting reaction. Nearly three out of every four respondents said they were "uncertain" what Overwatch's return would mean for the world.

Overwatch's history invites such uncertainty. In wartime, it was regarded as humanity's savior. Today, many have bitter memories of its disgraceful ending.

In order to understand what may happen now, it may help to take another look at Overwatch's past, and the desperate circumstances from which it was born. —





THE OMNIC CRISIS

When the Omnica Corporation revolutionized robotic manufacturing, it seemed the world was on the verge of entering an economic golden age. Omnica's massive factories of automated construction machines and self-improving software algorithms were patented, marketed as "omniums," and installed on every continent.

What came next is well-documented. The omniums began to break down. Independent analysis showed they would never come close to meeting the corporation's promises of growth and output. Omnica was investigated and forcibly dissolved after evidence of fraud was uncovered, its omniums shut down.

That is why it came as such a surprise when these defunct, dismantled omniums woke themselves back up and immediately launched a military campaign against all of humanity.

This was a war many countries thought they were prepared to fight. But no country on its own, no matter how powerful its military, could permanently shut down a single omnium. The adaptability of robots, once celebrated by humanity, had become a tactical nightmare. Worst of all, there were no demands from the omnics. There was no ideological reason for their aggression. They simply attacked, and we did not understand why.

OVERWATCH: A CHANGE IN STRATEGY

No country was succeeding in securing its own territory. But some soldiers and strategists showed remarkable ingenuity in acclimating to this new brand of warfare. The United Nations covertly brought a few of these unique minds together to form a small, nimble team, aimed at striking significant blows against omnic strongholds. Their names—Morrison, Reyes, Amari, Liao, Wilhelm, and Lindholm—have since become legendary. The world would come to know them as the founders of Overwatch.

In highly secretive missions, they targeted the omnics' command and control protocols. After great sacrifice and heroism in a series of dangerous raids, they destroyed them all, rendering the omnic armies inert. The Omnic Crisis had finally come to an end.

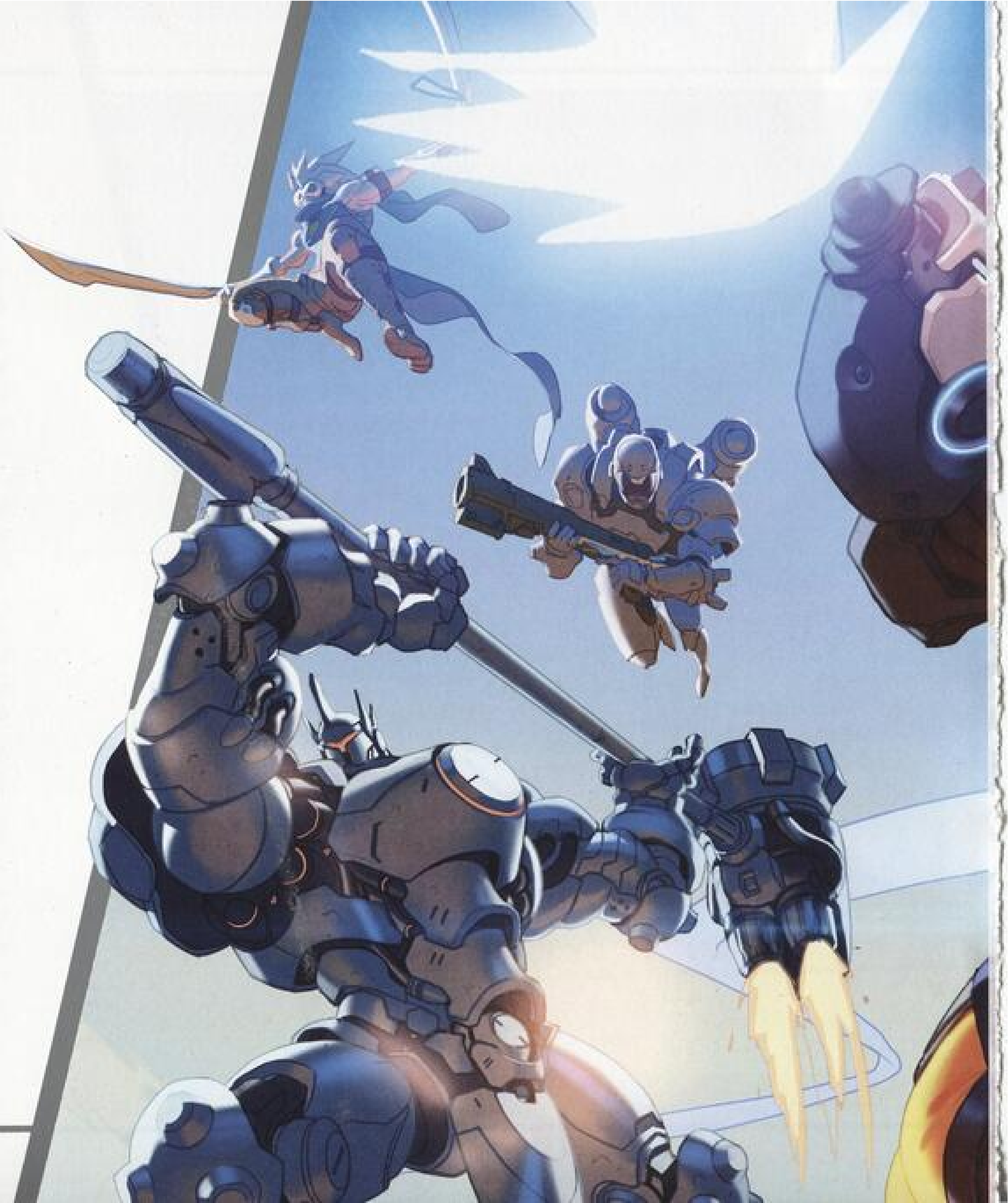
For decades, as Overwatch grew, it made global stability its mission. And the world was happy to have it. Rogue omnics, terrorists, warmongering dictators—none of them could stand for long against such a capable, dedicated force. During natural disasters, we watched heroic rescue operations and efficient rebuilding efforts. We saw Overwatch pioneer scientific initiatives to eradicate epidemics, reverse ecological damage, and develop new breakthroughs in medical care. Overwatch was a symbol of hope. An entire generation, my generation, was raised to see its agents as the best of humanity.

THE FALL

Overwatch never had a shortage of critics. Even in its glory days, many voices called for severe restrictions on the agency's mission, insisting that such a powerful group of individuals needed careful oversight. Rumors of black-ops missions—carrying out tasks like assassination and kidnapping—were dismissed by the public as paranoid fantasies.

But as time passed, the criticism became harder to shrug off, and the agency seemed to be tone-deaf to public's concerns. Controversial missions stoked outrage until it reached a fever pitch, and some of Overwatch's most famous and celebrated agents were forced to resign in disgrace. If that had been the end of it, many might have accepted these missteps as the unavoidable signs of an aging, bloated bureaucracy, suffering under monolithic leadership that desperately needed a change in direction. The truth was much worse than that.

In the final years of Overwatch's existence, a top-secret division called "Blackwatch" was revealed. There were stories of assassination, coercion, kidnapping, torture, and worse. Governments called on the UN to shut down the "aggressive and repeated violations of many countries' sovereignty." As public distrust swelled, a massive explosion wiped out Overwatch's headquarters in Switzerland. The United Nations called it an accident; today we know it was a battle, a dispute between Overwatch commander Jack Morrison and Blackwatch commander Gabriel Reyes. Overwatch's death knell was two former comrades laying waste to all they had built.



In the wake of such an incident, little could remain hidden. The full transgressions of Overwatch's shadow operations became known. Even the most ardent defenders of the organization bowed to the truth and called for its dissolution.

The United Nations could do nothing but shut down Overwatch. Few people at the time doubted it was the right call. The world had never been more peaceful—the biggest threat to global stability and growth was, in many minds, Overwatch itself. Its time had passed.

TODAY

In the years without Overwatch, we've seen the world change. A movement promoting omnic civil rights and citizenship gained traction. The global economy surged. There seemed to be no shortage of good news.

But, as with Overwatch, the good news hid many darker trends. Tensions between humans and omnics are at their highest since the crisis, particularly after the assassination of the omnic spiritual leader Tekhartha Mondatta. War may very well be inevitable. Local politicians have accused certain corporations of using covert operatives to "persuade" government officials to accept exploitive deals, and if that failed, of hiring mercenaries to enact more permanent solutions. We've seen shadow organizations operating with impunity, often leaving a trail of dead civilians in their wake.

Is this why these former Overwatch agents have come out of hiding? Could they not stand by and watch any longer?

Has the world's situation grown so desperate that they believe nobody else can help?

And does the world want them back? Should it?

The surveillance footage from yesterday's attempted museum heist instantly caught the world's attention. Two former Overwatch agents risked life and limb against two frighteningly capable mercenaries, and the theft was thwarted. But while much has been made over the images of sheer mayhem—that, miraculously, did not result in any deaths—there was another moment that drew my attention.

Two young boys were caught in the middle of the violence. (And someone give them a medal, please, for keeping their heads straight in that situation.) When the attack ended, they spoke briefly to Lena Oxton, an ex-Overwatch operative known to the public as "Tracer." The surveillance footage does not reveal what she said to them. But it does show the expression on the older boy's face.

HOPE

When it comes to Overwatch, my generation understands that feeling all too well. To us, Overwatch embodied it. Its corruption was nothing short of a betrayal. The cynical part of me urges the world to take firm action if the dark forces that brought Overwatch down rise again in the form of self-appointed vigilantes.

The only thing that gives me pause is this: The Overwatch Generation has grown up. We once believed in hope. It still lives within us, and some have chosen to act upon it in astonishing ways.

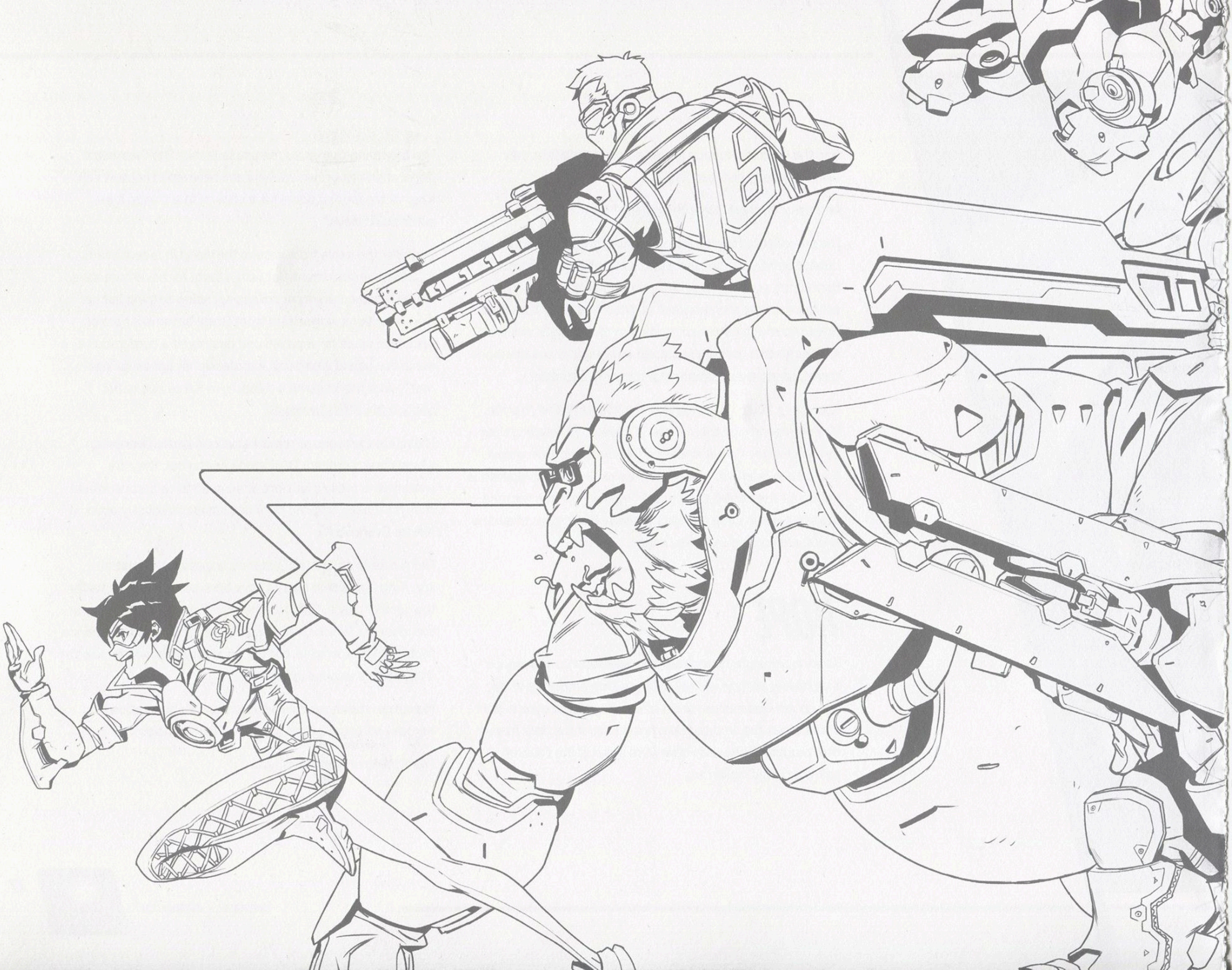
Consider the news from around the world in recent years. A Chinese environmentalist with a taste for adventure saved a wildlife sanctuary from collapsing, using nothing but her own inventions. A musician from Brazil became a hero of his favela when he exposed and destroyed a corporation's exploitive use of local land. A professional-gamer-turned-mech-pilot has become a celebrity in Korea due to her publicized acts of heroism.

These are the types of remarkable individuals Overwatch would have recruited. Take a look on the net; they are exactly who today's kids are looking up to as heroes. Would they have been inspired to take such extraordinary action if not for Overwatch?

The future is unknown. Evidence suggests that not all surviving Overwatch agents have been using their talents for the good of peace. But examine what happened yesterday at the museum. Which Overwatch did we see in that surveillance footage? The secretive, corrupt assassins? Or two disciples of Overwatch's original ideals?

More importantly, should we fear the new generation of heroes just because the old generation let us down?

I don't believe we should.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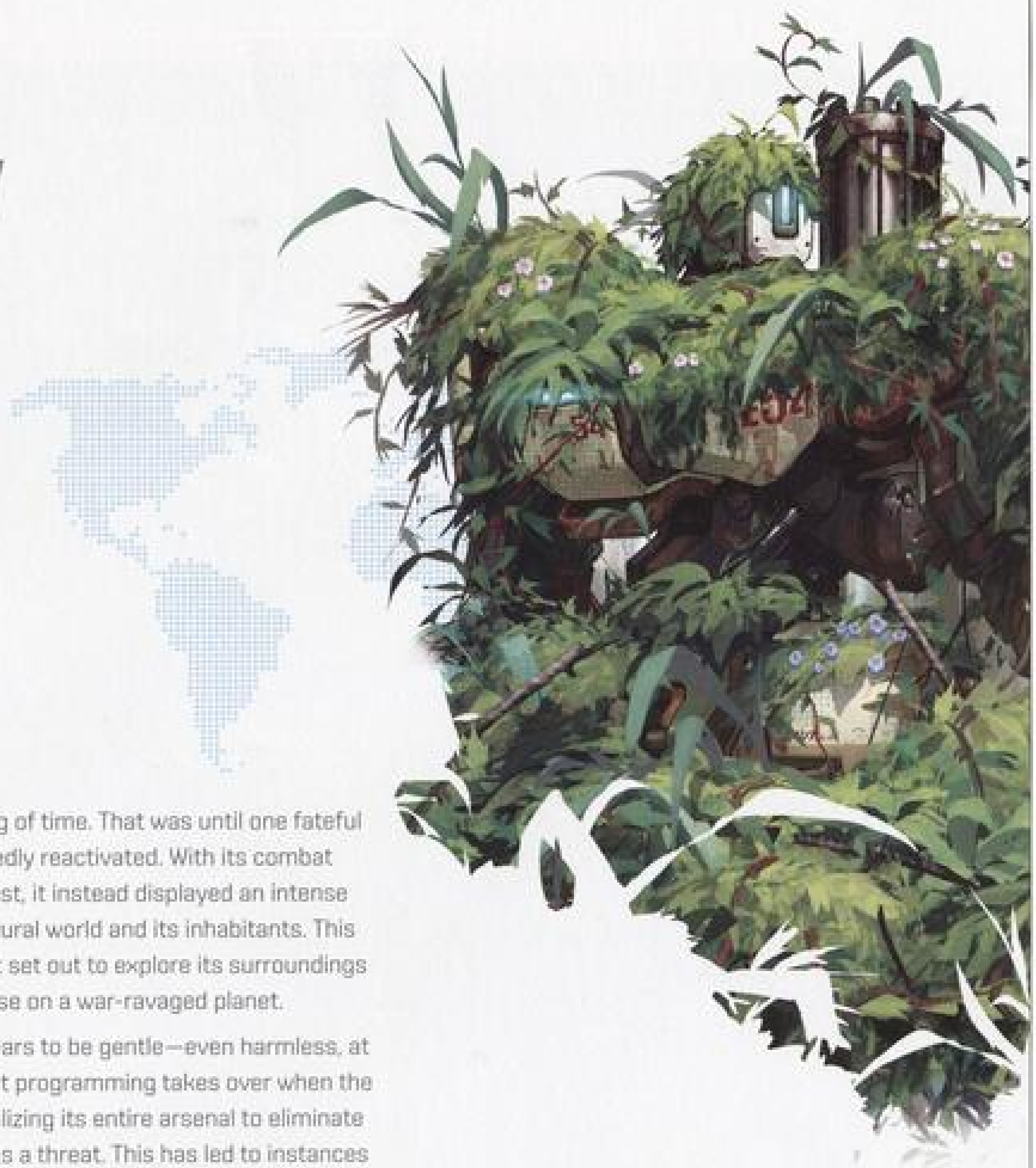
HEROES

BASTION

E54
E54
CAUTION
CAUTION

HERO PROFILE:

BASTION



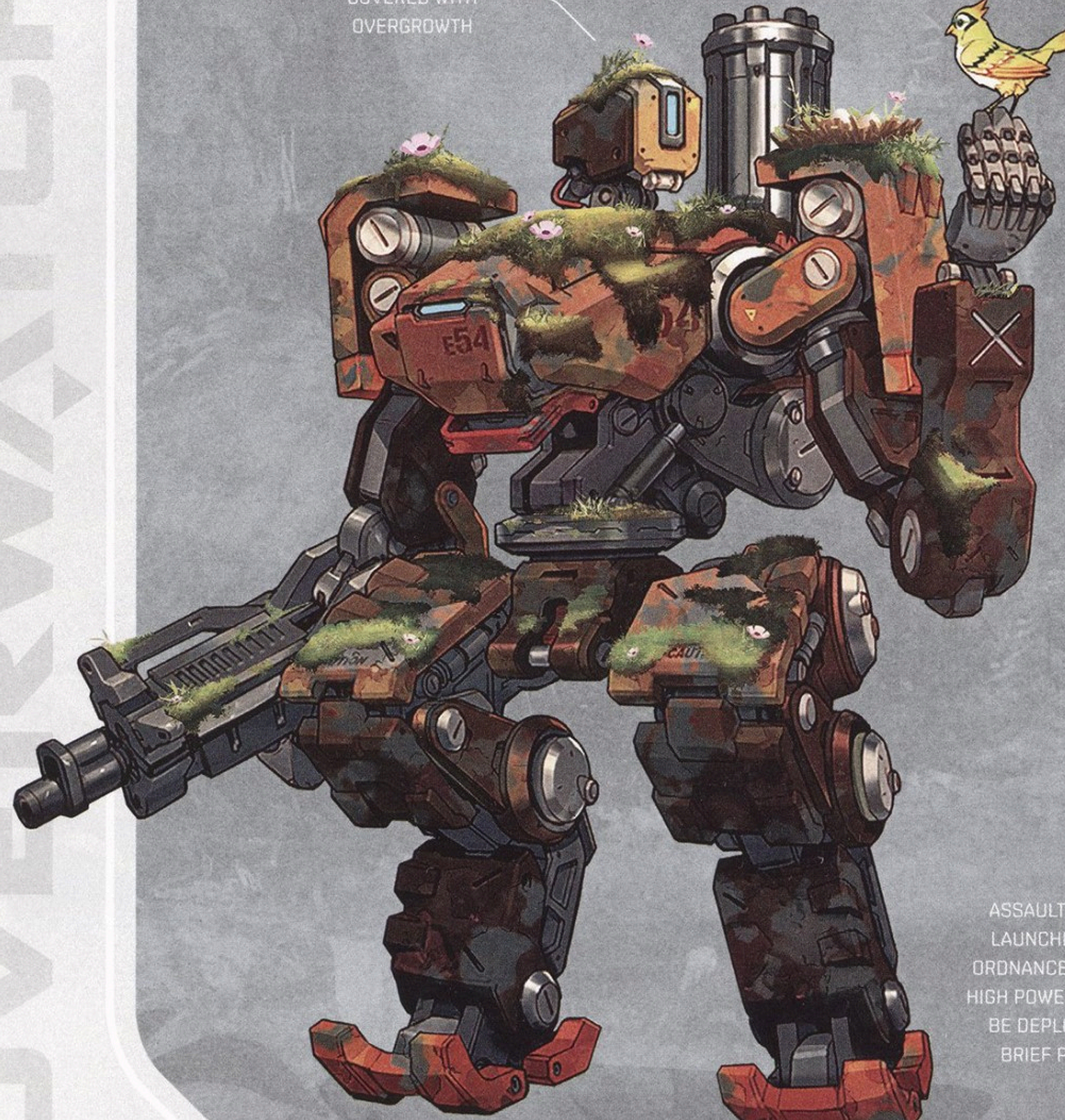
ROLE:	DEFENSE
NAME:	SST LABORATORIES SIEGE AUTOMATON E54, "BASTION"
AGE:	30
OCCUPATION:	BATTLE AUTOMATON
BASE OF OPERATIONS:	UNKNOWN
AFFILIATION:	NONE

BIOGRAPHY:

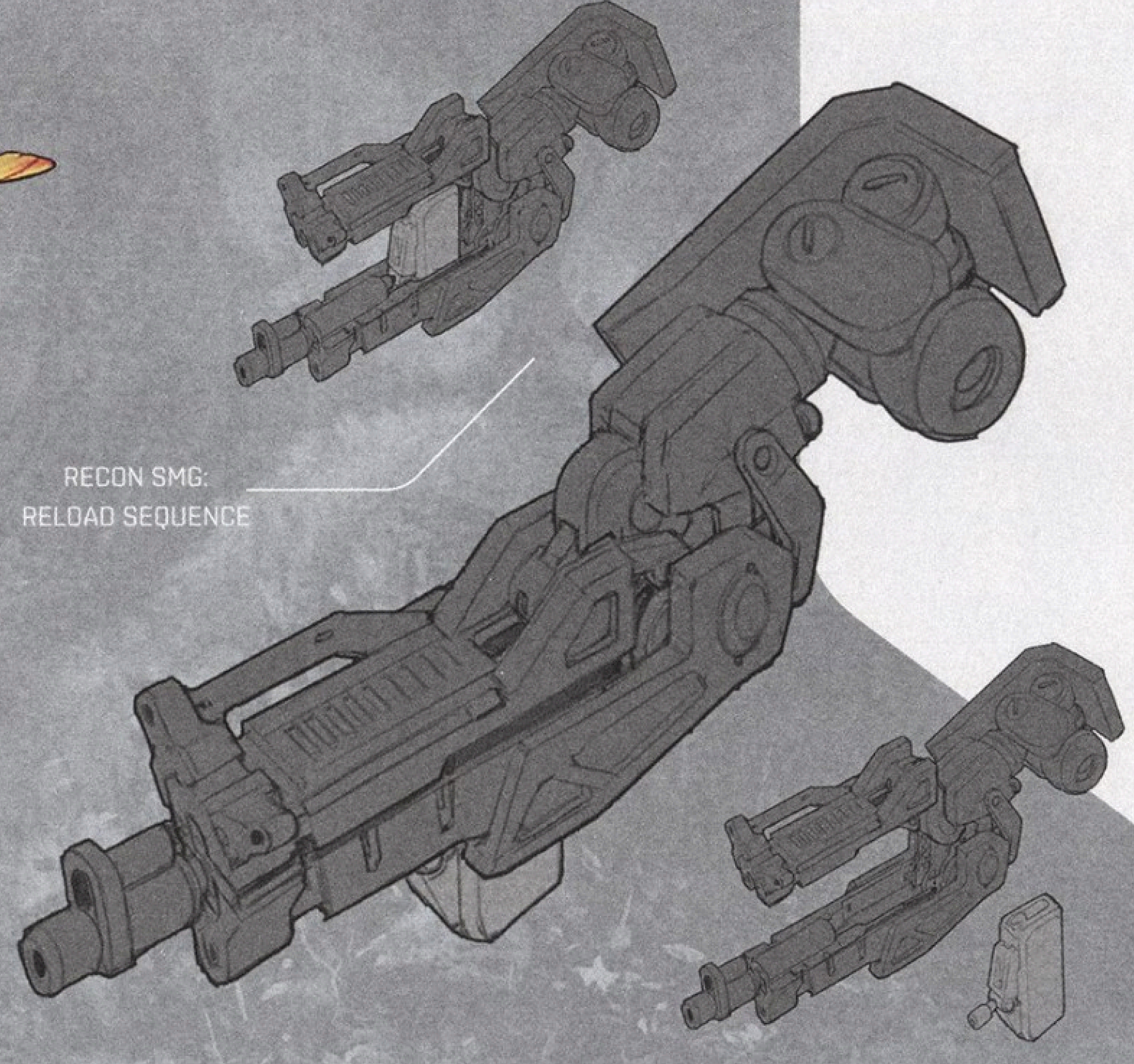
Originally created for peacekeeping purposes, Bastion robot units possess the unique ability to rapidly reconfigure themselves into an assault-cannon mode. But during the Omnic Crisis, they were turned against their human makers, forming the bulk of the omnics' rebel army. Following the resolution of the crisis, nearly all of them were destroyed or disassembled. To this day, Bastion units still symbolize the horrors of the conflict.

One unique Bastion unit, severely damaged in the final battles of the war, was left forgotten for over a decade. It lay dormant, exposed to the elements and rusting while nature slowly reclaimed it. Overgrown with vines and roots and nested upon by small animals, the robot sat inert, seemingly unaware of the passing of time. That was until one fateful day, when it unexpectedly reactivated. With its combat programming all but lost, it instead displayed an intense curiosity about the natural world and its inhabitants. This inquisitive Bastion unit set out to explore its surroundings and discover its purpose on a war-ravaged planet.

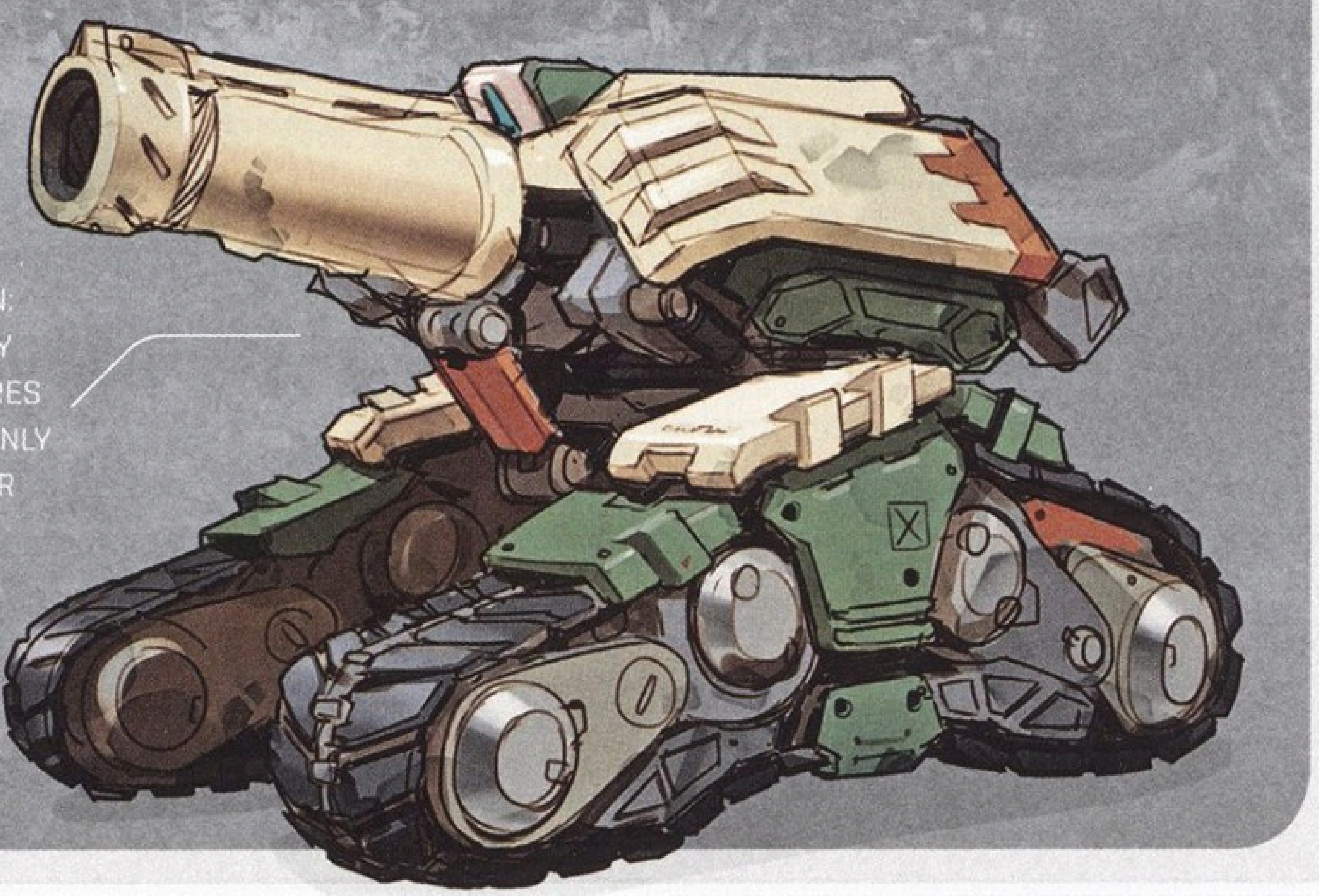
Though "Bastion" appears to be gentle—even harmless, at times—its core combat programming takes over when the unit senses danger, utilizing its entire arsenal to eliminate anything it perceives as a threat. This has led to instances of conflict with the few humans it has encountered, and has driven it to avoid populated areas in favor of the wild, uncharted regions of the world.



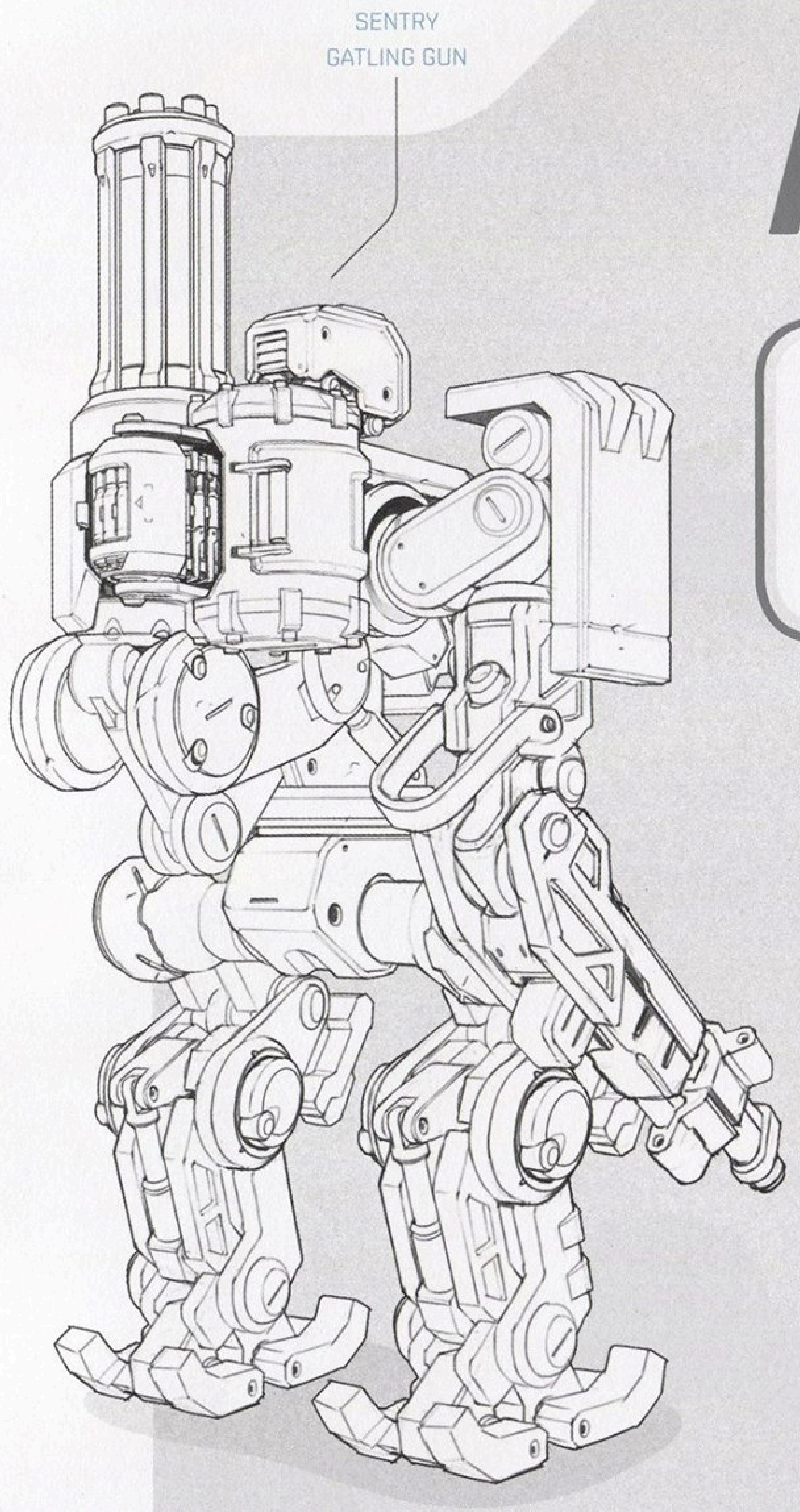
BASTION COVERED WITH OVERGROWTH



RECON SMG: RELOAD SEQUENCE

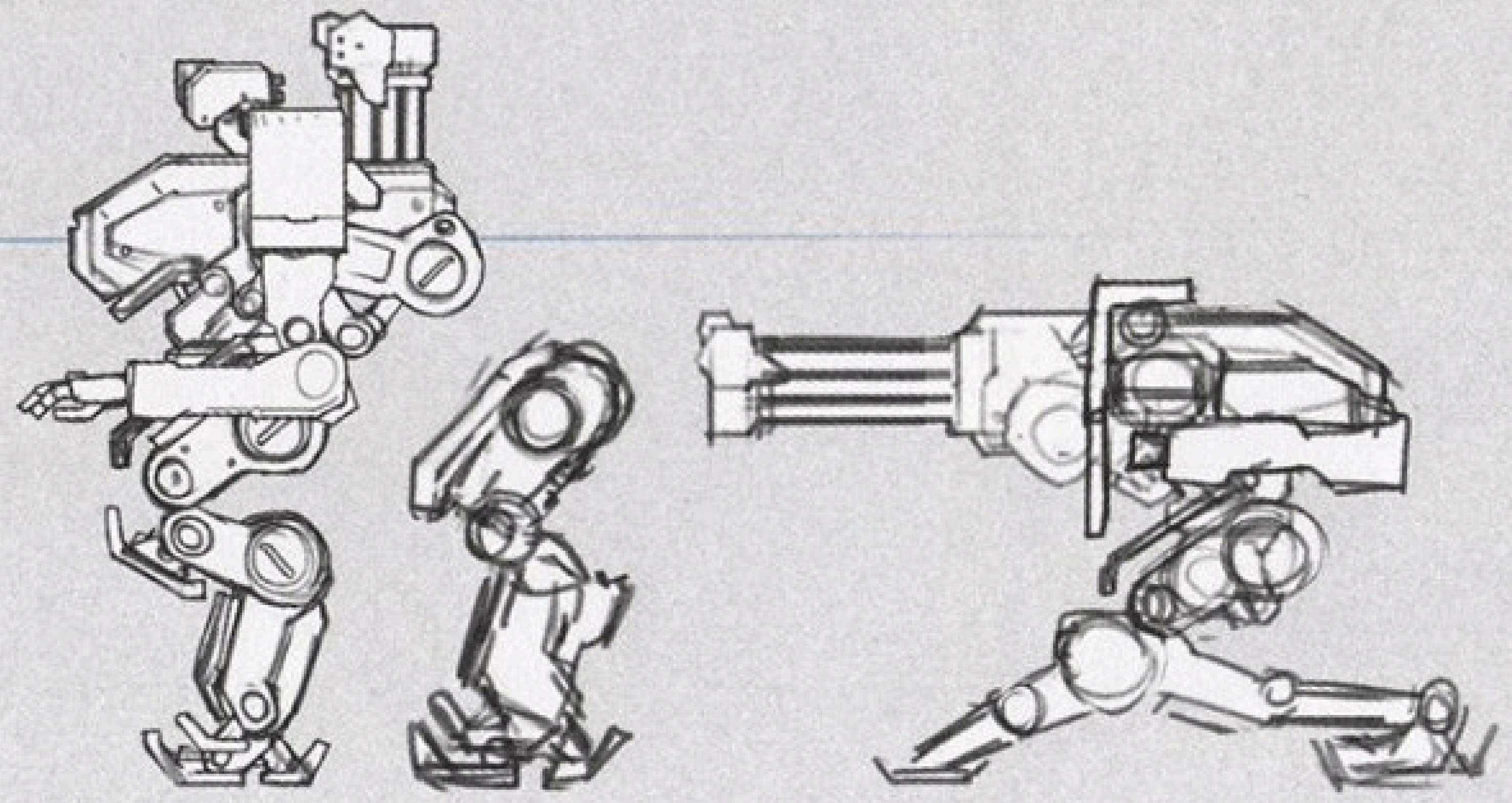


ASSAULT CANNON; LAUNCHES HEAVY ORDNANCE, REQUIRES HIGH POWER; CAN ONLY BE DEPLOYED FOR BRIEF PERIODS.



HERO PROFILE:

ABILITIES



CONFIGURATION: TANK >>> ULTIMATE ABILITY <<<

» In Tank mode, Bastion extends wheeled treads and a powerful long-range cannon. The cannon's explosive shells demolish targets in a wide blast radius, but Bastion can only remain in this mode for a limited time.

CONFIG: RECON

» In Recon mode, Bastion is fully mobile, outfitted with a submachine gun that fires steady bursts of bullets at medium range.

CONFIG: SENTRY

» Bastion is a stationary powerhouse equipped with a Gatling gun capable of unleashing a hail of bullets. The gun's aim can be "walked" across multiple targets, dealing devastating damage at short to medium range.

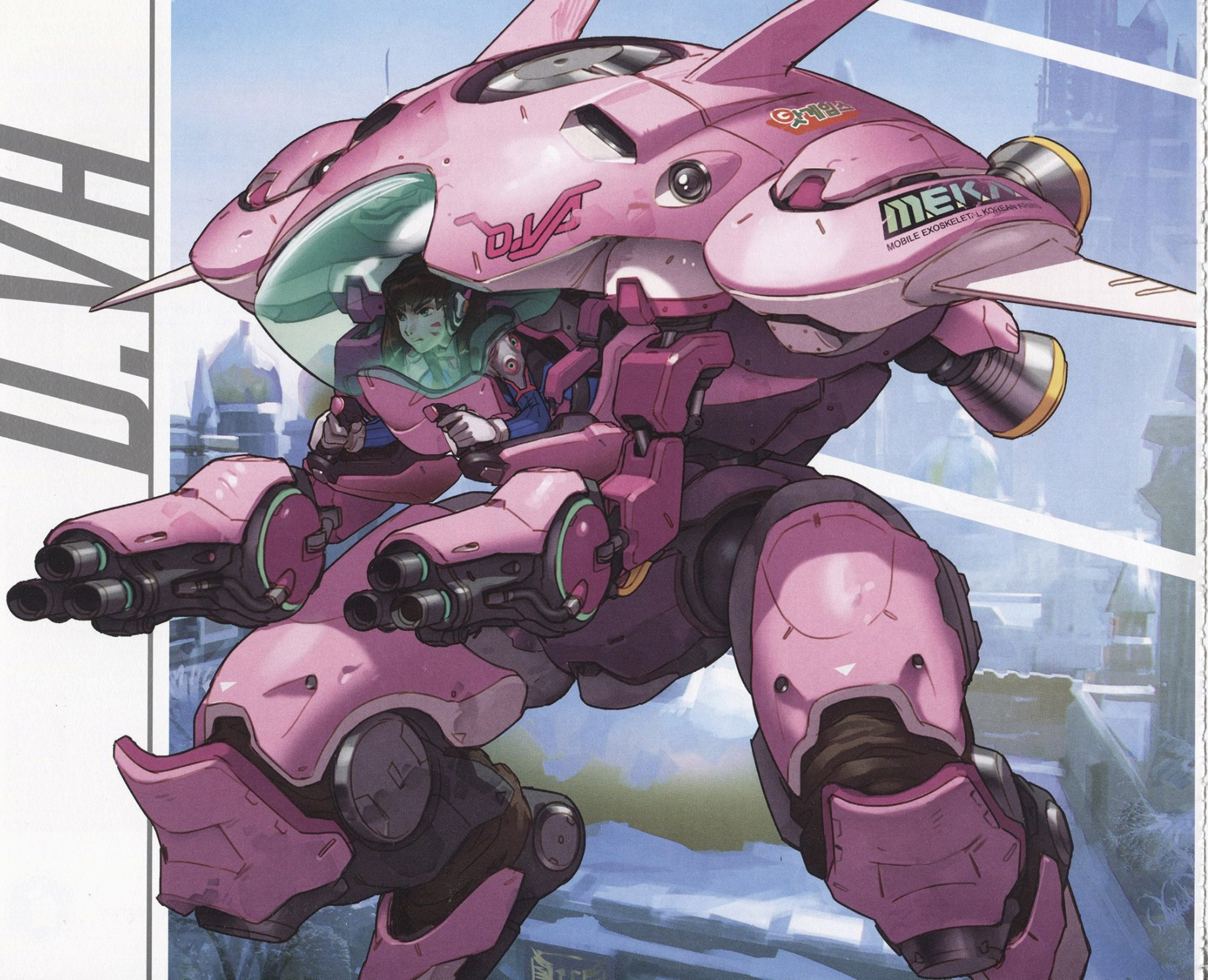
RECONFIGURE:

» Bastion transforms between its two primary combat modes to adapt to battlefield conditions.

SELF-REPAIR:

» Bastion restores health; it cannot move or fire weapons while the repair process is in effect.

D.VA



D.VA
MEKA
MOBILE EXOSKELETAL KOREAN

HERO PROFILE:

D.VA

ROLE:

TANK

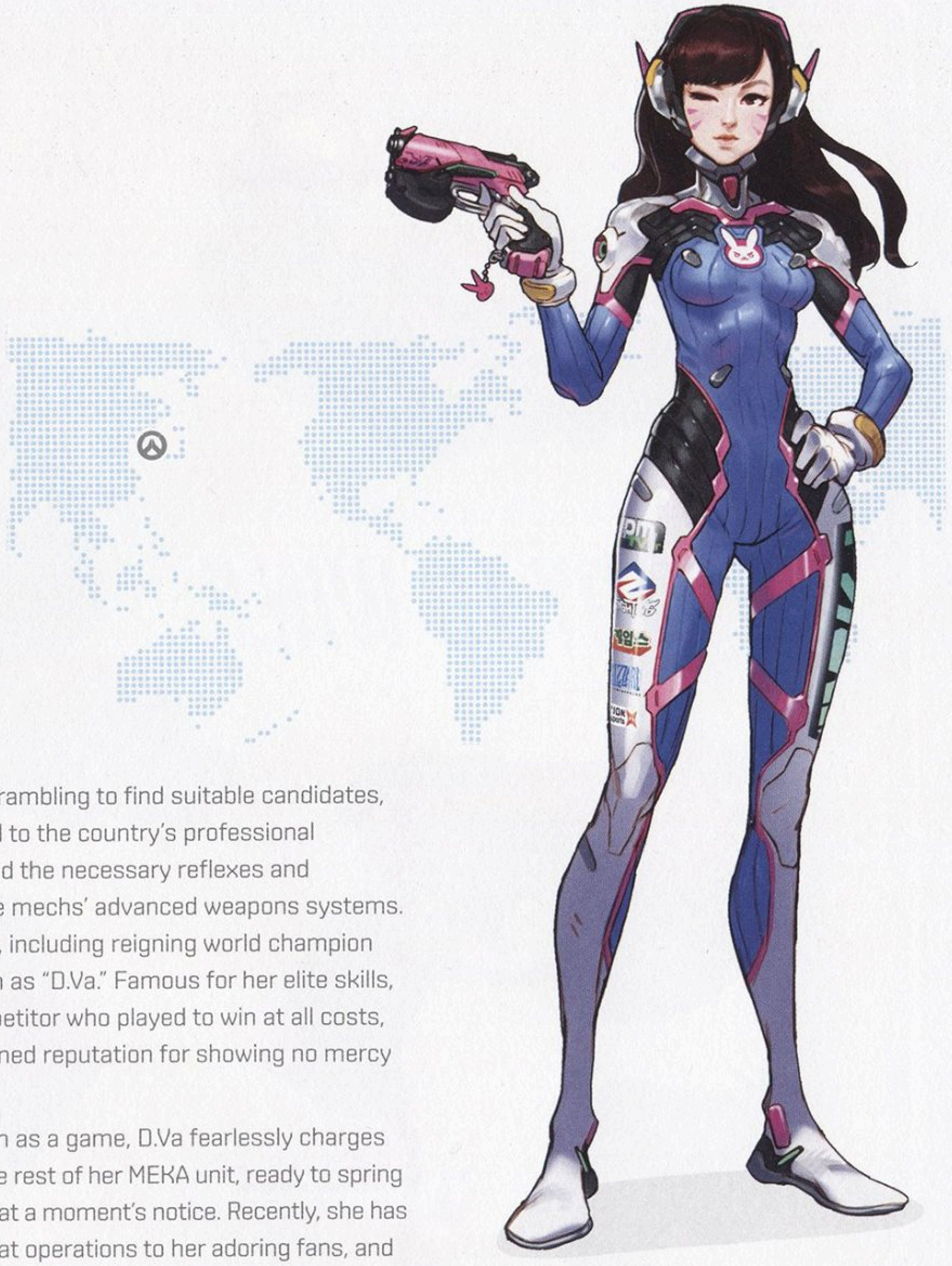
NAME:
HANA SONG

AGE:
19

OCCUPATION:
PRO GAMER *(FORMERLY)*, **MECH PILOT**

BASE OF OPERATIONS:
BUSAN, SOUTH KOREA

AFFILIATION:
MOBILE EXO-FORCE OF THE KOREAN ARMY



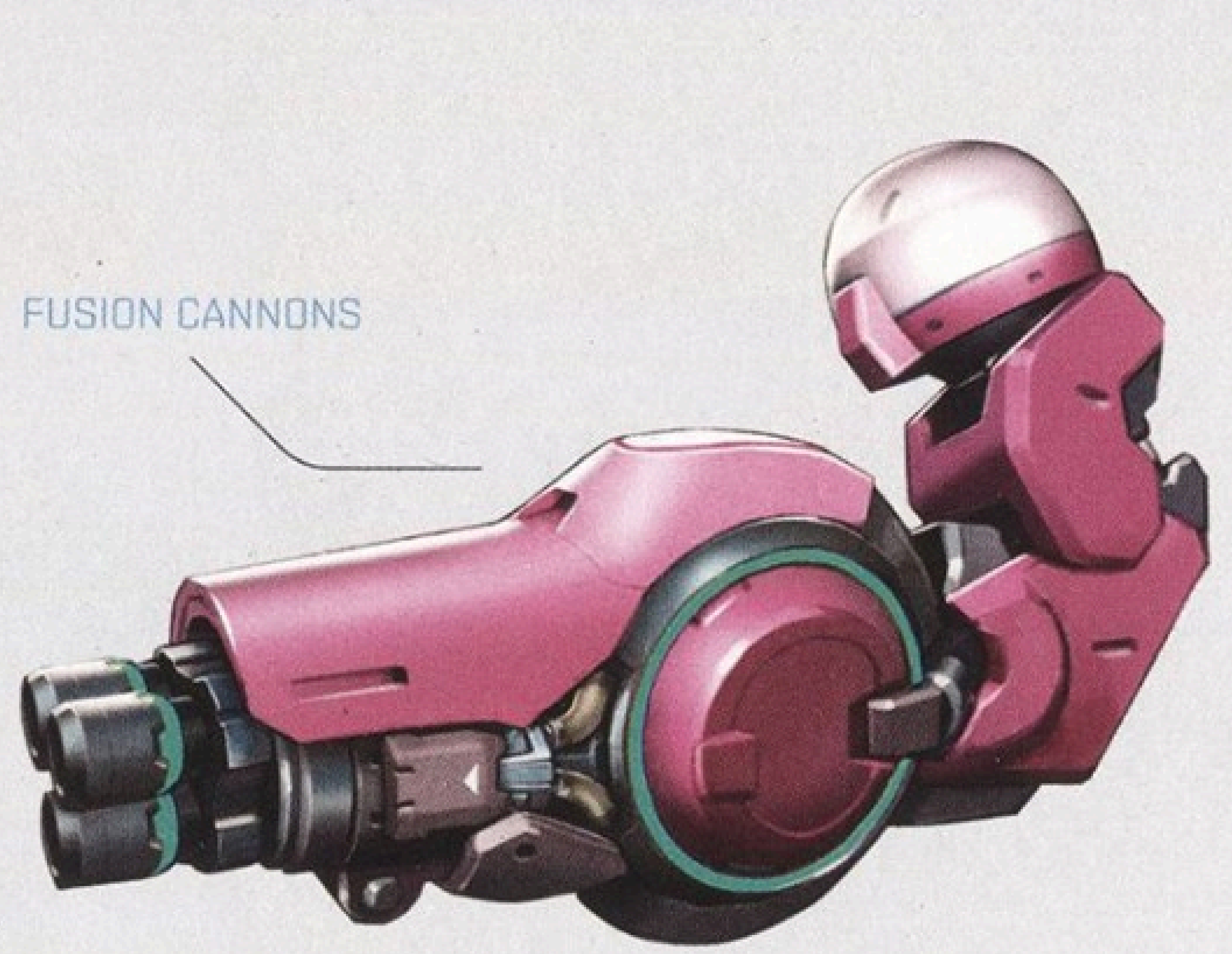
BIOGRAPHY:

Twenty years ago, South Korea was attacked by a colossal omnic monstrosity that rose from the depths of the East China Sea. The massive, lumbering construct caused catastrophic damage to coastal cities before it was driven back beneath the waves. In response, the South Korean government developed a mechanized armored drone unit, called MEKA, to protect urban environments in future engagements with the omnic threat.

The government's fears proved to be well founded, as a disturbing pattern of attacks emerged. Every few years, the monstrosity would rise from the sea to assault South Korea and its neighbors. The omnic learned from these encounters, often reconfiguring itself in a different form and appearing with new weapons and capabilities. Each incident ended in a stalemate, with the monstrosity defeated but not destroyed.

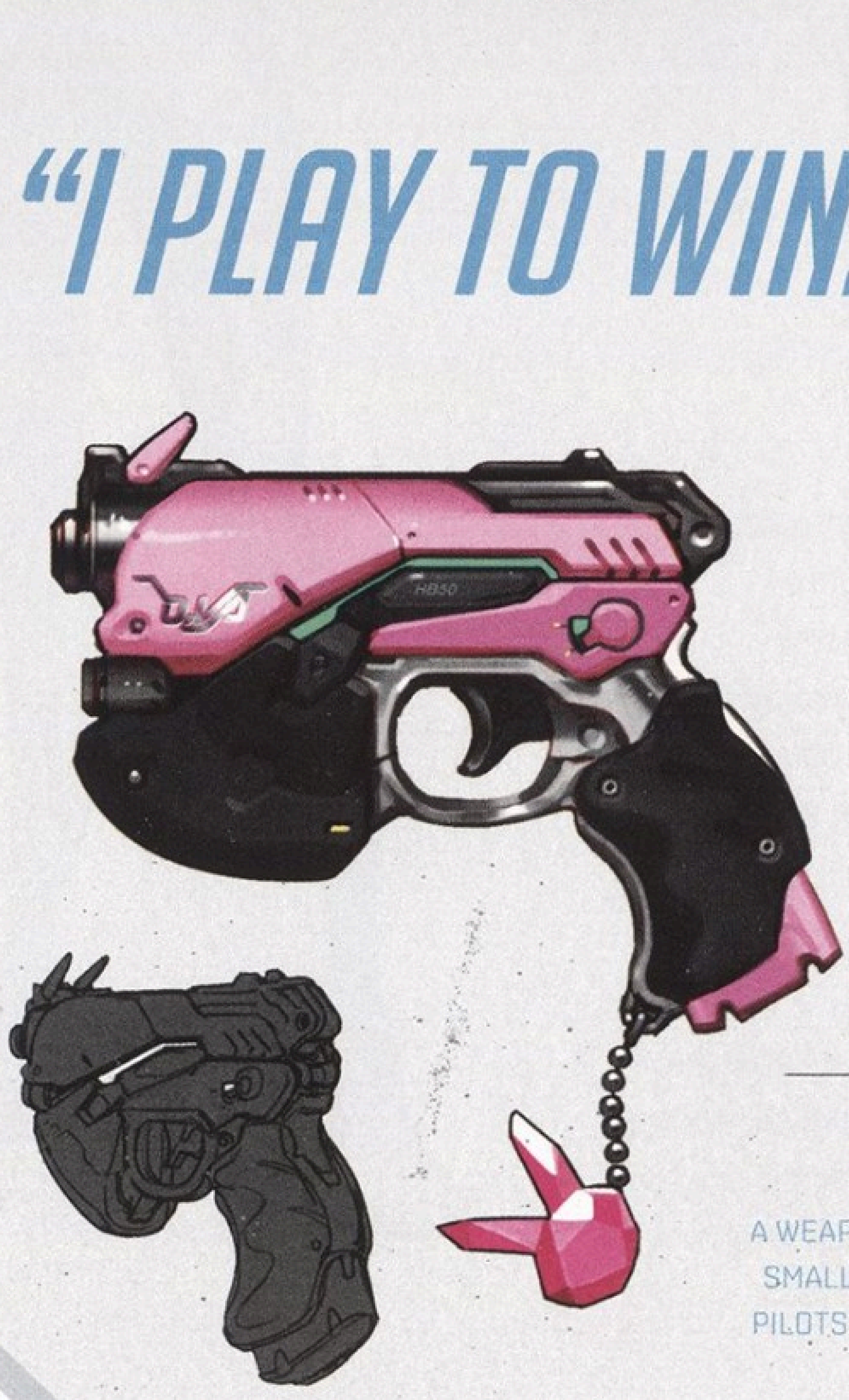
As the omnic continued to adapt, it eventually disrupted MEKA's drone-control networks, forcing the military to place pilots in the mechs. Scrambling to find suitable candidates, the government turned to the country's professional gamers, who possessed the necessary reflexes and instincts to operate the mechs' advanced weapons systems. Top stars were drafted, including reigning world champion Hana Song, also known as "D.Va." Famous for her elite skills, D.Va was a fierce competitor who played to win at all costs, and she had a well-earned reputation for showing no mercy to her opponents.

Seeing her new mission as a game, D.Va fearlessly charges into battle alongside the rest of her MEKA unit, ready to spring to her nation's defense at a moment's notice. Recently, she has begun to stream combat operations to her adoring fans, and her growing following has turned her into a global icon.

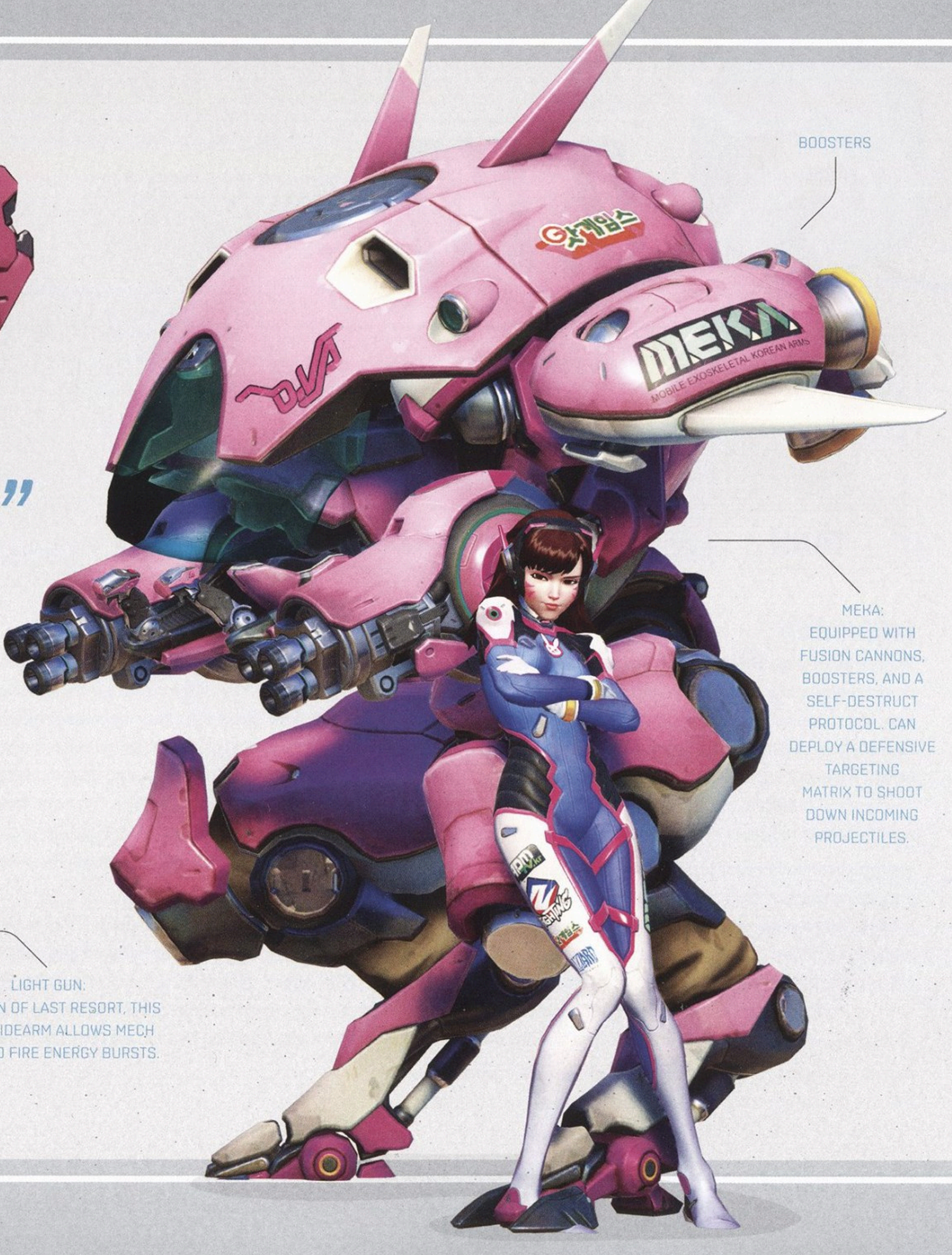


FUSION CANNONS

“I PLAY TO WIN.”

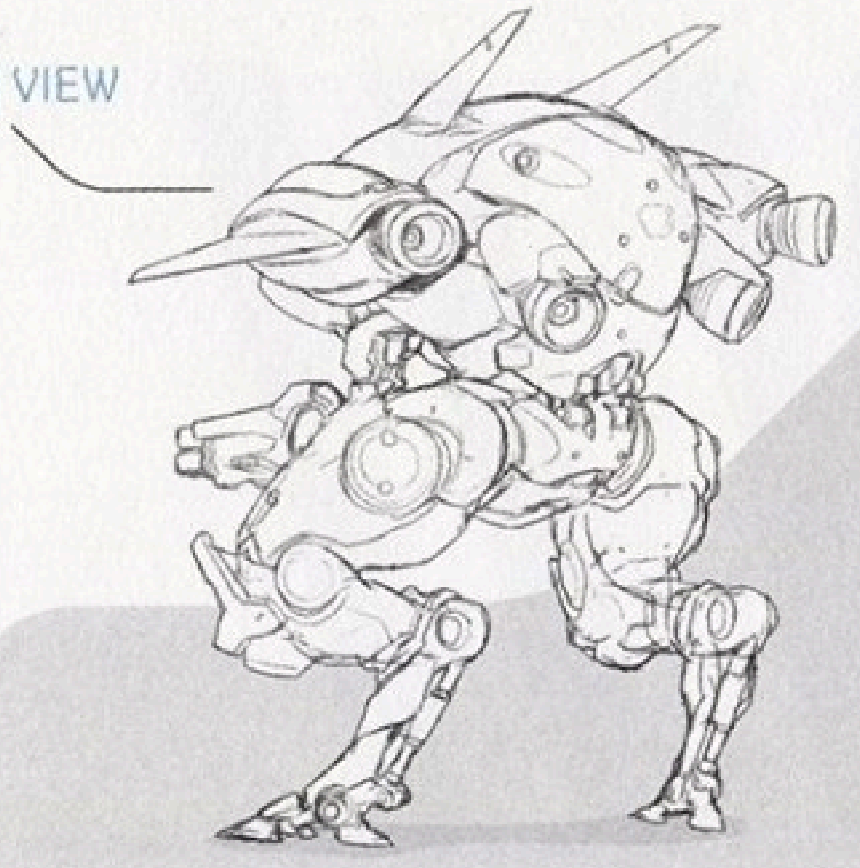


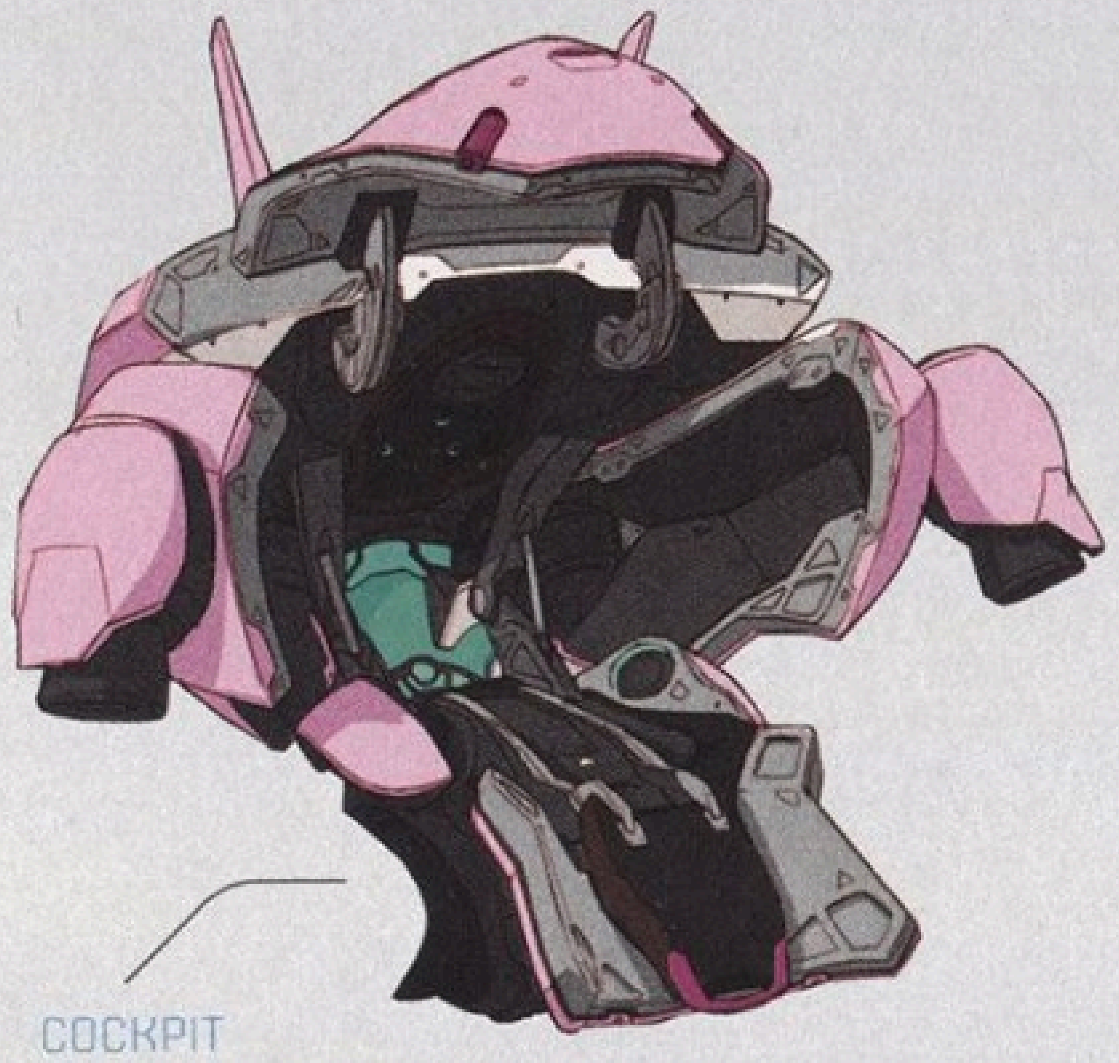
LIGHT GUN:
A WEAPON OF LAST RESORT, THIS SMALL SIDEARM ALLOWS MECH PILOTS TO FIRE ENERGY BURSTS.

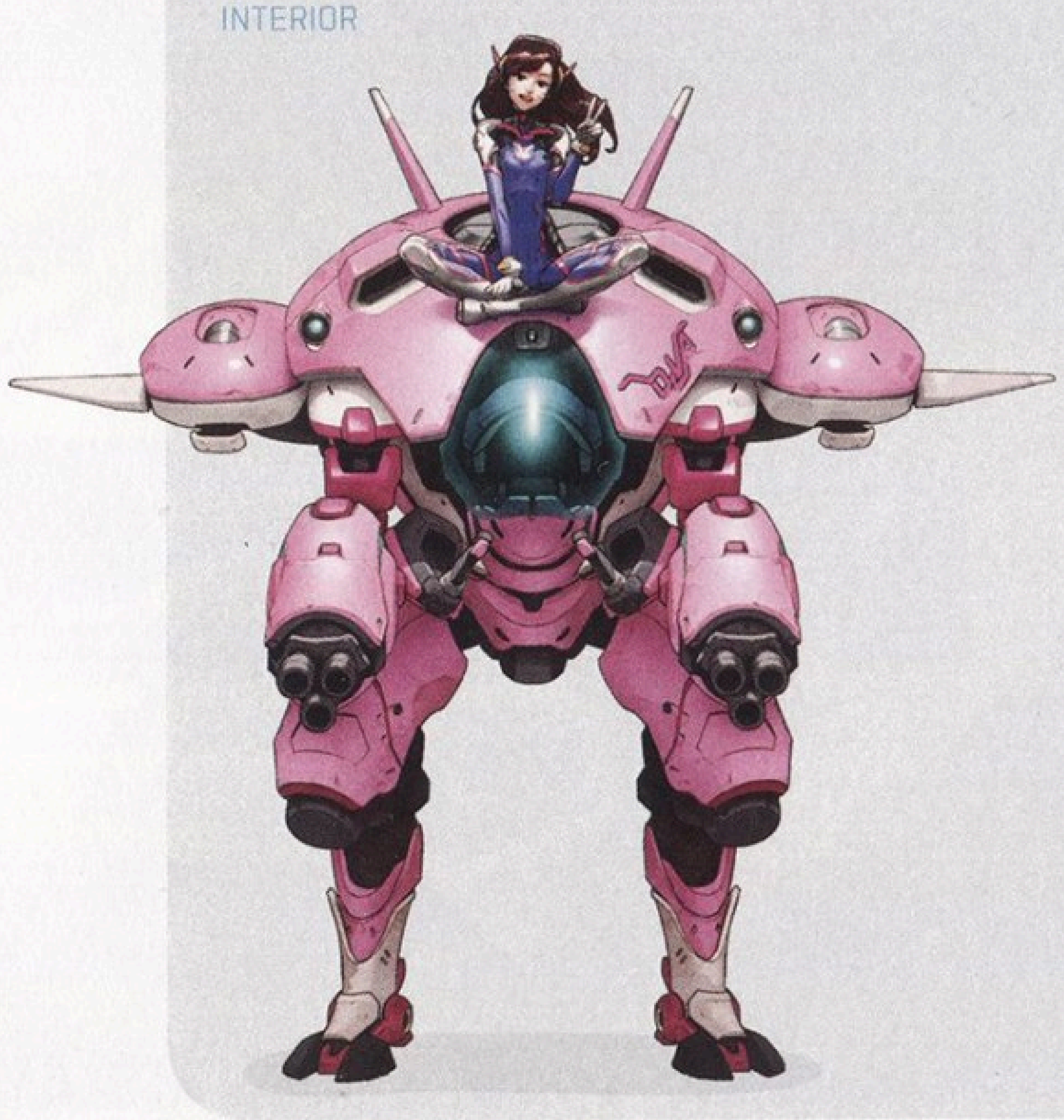

D.VA
MEKA
MOBILE EXOSKELETAL KOREAN ARMS

BOOSTERS

MEKA:
EQUIPPED WITH FUSION CANNONS, BOOSTERS, AND A SELF-DESTRUCT PROTOCOL. CAN DEPLOY A DEFENSIVE TARGETING MATRIX TO SHOOT DOWN INCOMING PROJECTILES.


REAR VIEW


COCKPIT INTERIOR



HERO PROFILE:

ABILITIES

SELF-DESTRUCT / CALL MECH >>> ULTIMATE ABILITY <<<

- D.Va ejects from her mech and sets its reactor to explode, dealing massive damage to nearby opponents.
- If her armored battle suit is destroyed, D.Va can call down a fresh mech and return to the fray.

FUSION CANNONS:

- D.Va's mech is equipped with twin short-range rotating cannons. They lay down continuous, high-damage fire without needing to reload, but slow D.Va's movement while they're active.

BOOSTERS:

- D.Va's mech launches into the air, her momentum carrying her forward. She can turn and change directions or barrel through her enemies, knocking them back.

DEFENSE MATRIX:

- D.Va can activate this forward-facing targeting array to shoot incoming projectiles out of the air.

LIGHT GUN:

- While outside of her mech, D.Va can continue the fight with a mid-range automatic blaster.

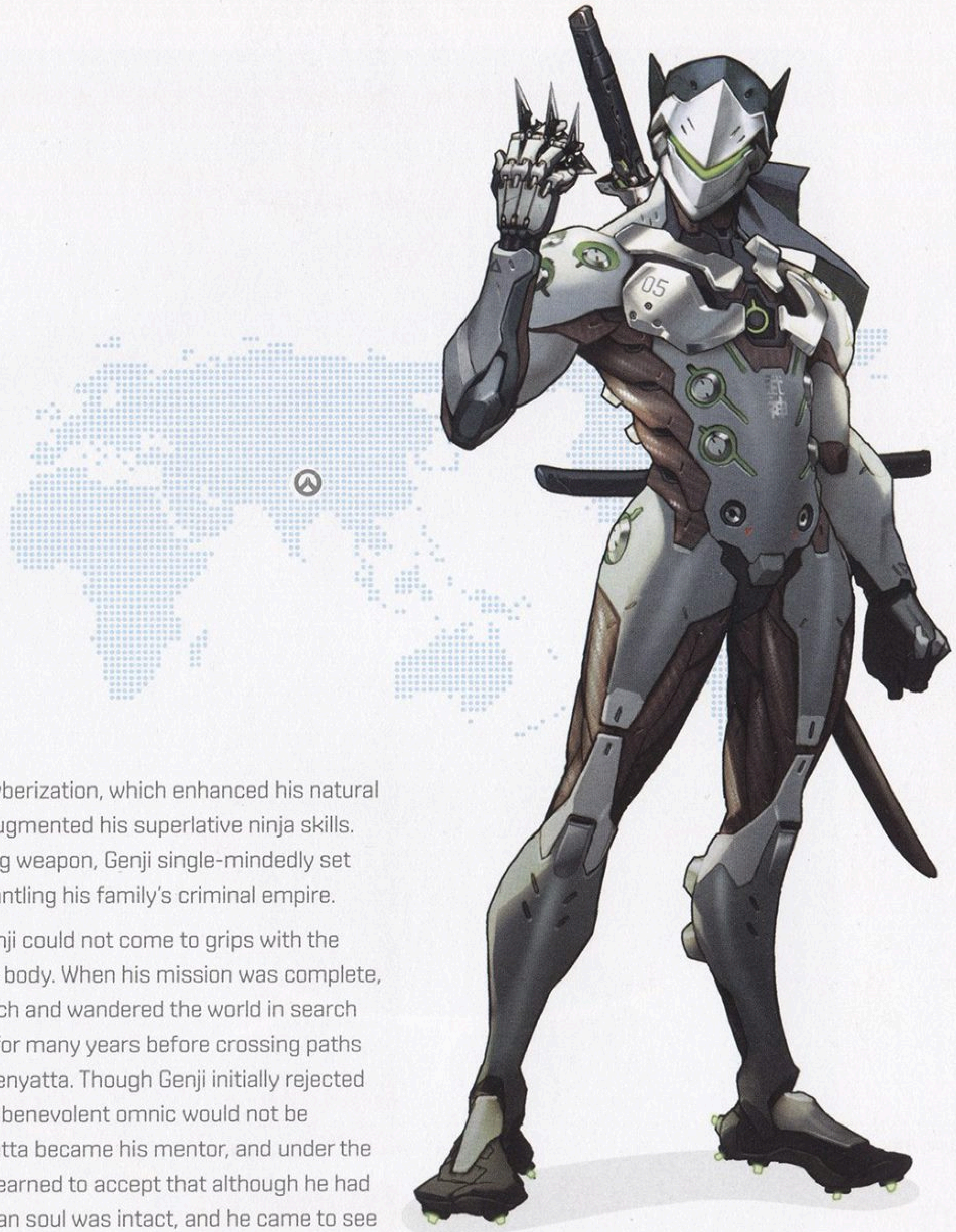
GENJI

"EVEN IF I SACRIFICE MY BODY, I WILL NEVER SACRIFICE MY HONOR."

HERO PROFILE:

GENJI

ROLE:	OFFENSE
NAME:	GENJI SHIMADA
AGE:	35
OCCUPATION:	ADVENTURER
BASE OF OPERATIONS:	SHAMBALI MONASTERY, NEPAL
AFFILIATION:	SHIMADA CLAN *(FORMERLY)*, OVERWATCH *(FORMERLY)*



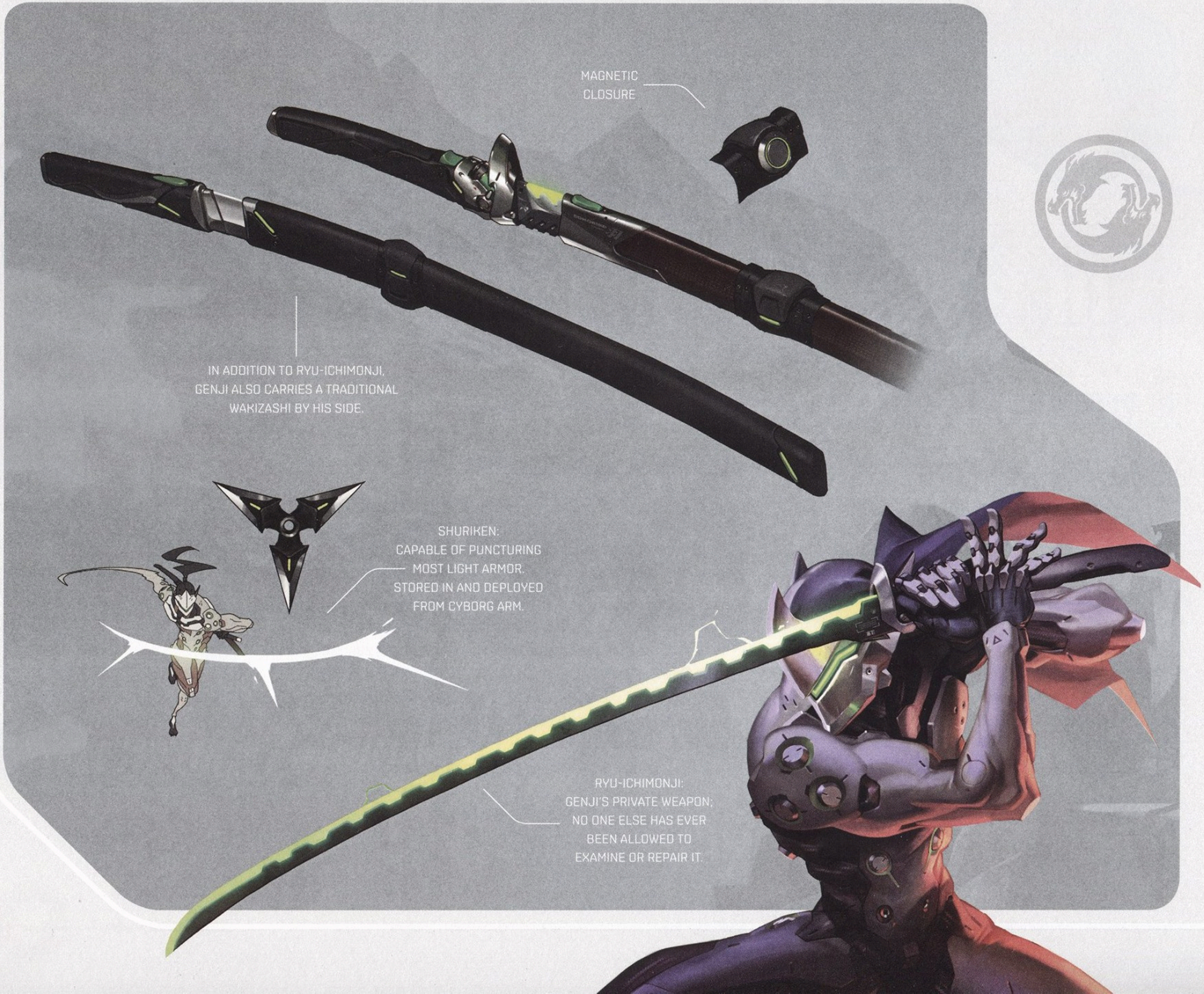
BIOGRAPHY:

As the youngest son of the master of the Shimada ninja clan, Genji had little interest in the family's illegal businesses. While he excelled at and enjoyed his ninja training, he spent most of his time pursuing a playboy lifestyle. Many within the clan considered the carefree Genji to be a dangerous liability, and they resented his father for coddling and protecting him. Following the clan leader's untimely death, Genji's older brother, Hanzo, demanded that Genji take a more active role in their late father's empire. Genji refused, enraging Hanzo. The tension between the brothers built to a violent confrontation that left Genji on the verge of dying.

Hanzo believed that he had killed his brother, but Genji was rescued by Overwatch and the intervention of Dr. Angela Ziegler. As Genji's injuries left him clinging to life, Overwatch offered to rebuild his body in exchange for his help combatting the Shimada clan. He was put through an extensive process of cyberization, which enhanced his natural speed and agility and augmented his superlative ninja skills. Transformed into a living weapon, Genji single-mindedly set about the task of dismantling his family's criminal empire.

But as time passed, Genji could not come to grips with the mechanical parts of his body. When his mission was complete, he abandoned Overwatch and wandered the world in search of meaning. He drifted for many years before crossing paths with the omnic monk Zenyatta. Though Genji initially rejected Zenyatta's wisdom, the benevolent omnic would not be deterred. In time, Zenyatta became his mentor, and under the monk's tutelage, Genji learned to accept that although he had a cyborg body, his human soul was intact, and he came to see his new form as a gift and a unique strength.

Now, for the first time in his life, Genji is free. Even he cannot say where his path will ultimately lead. —

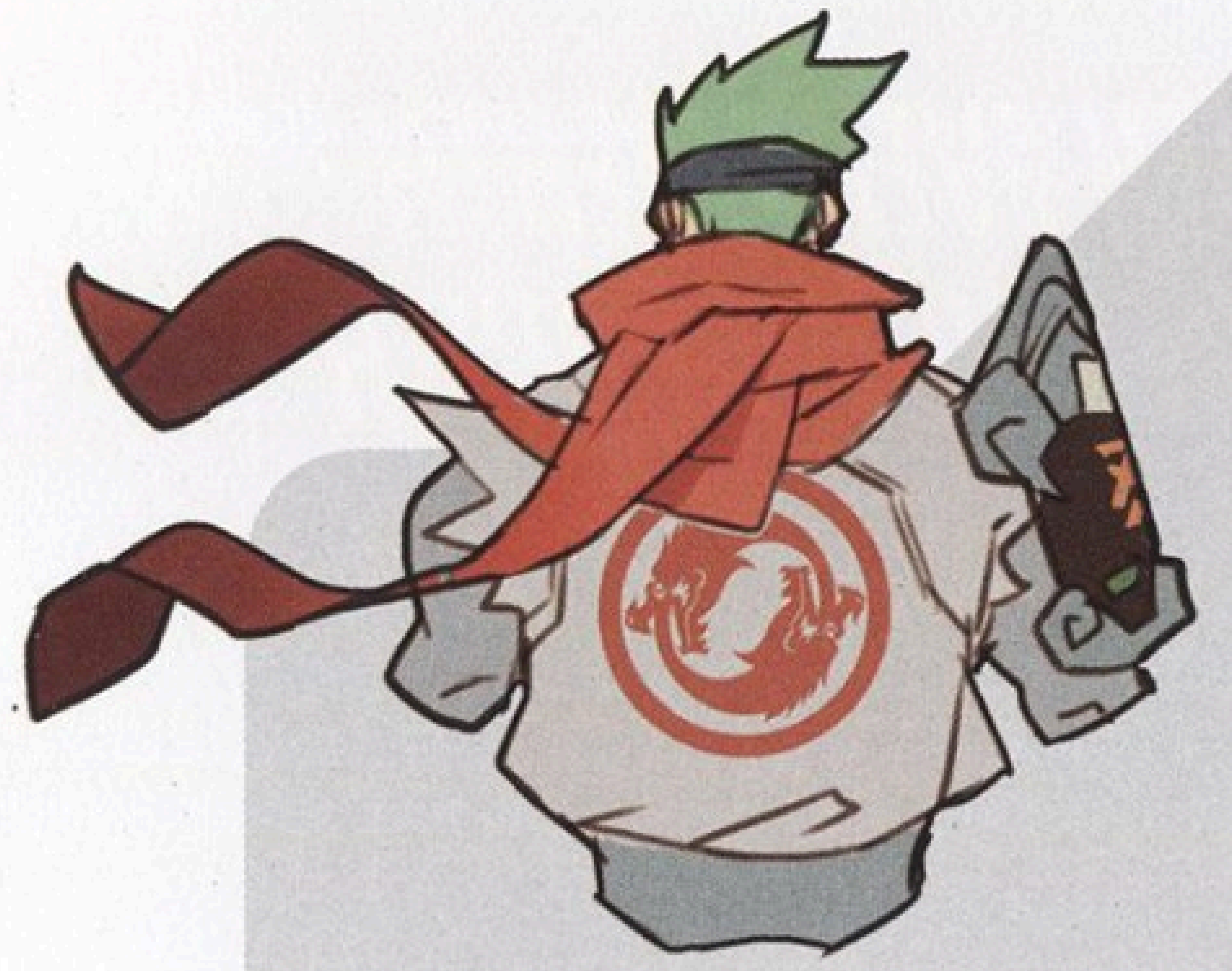


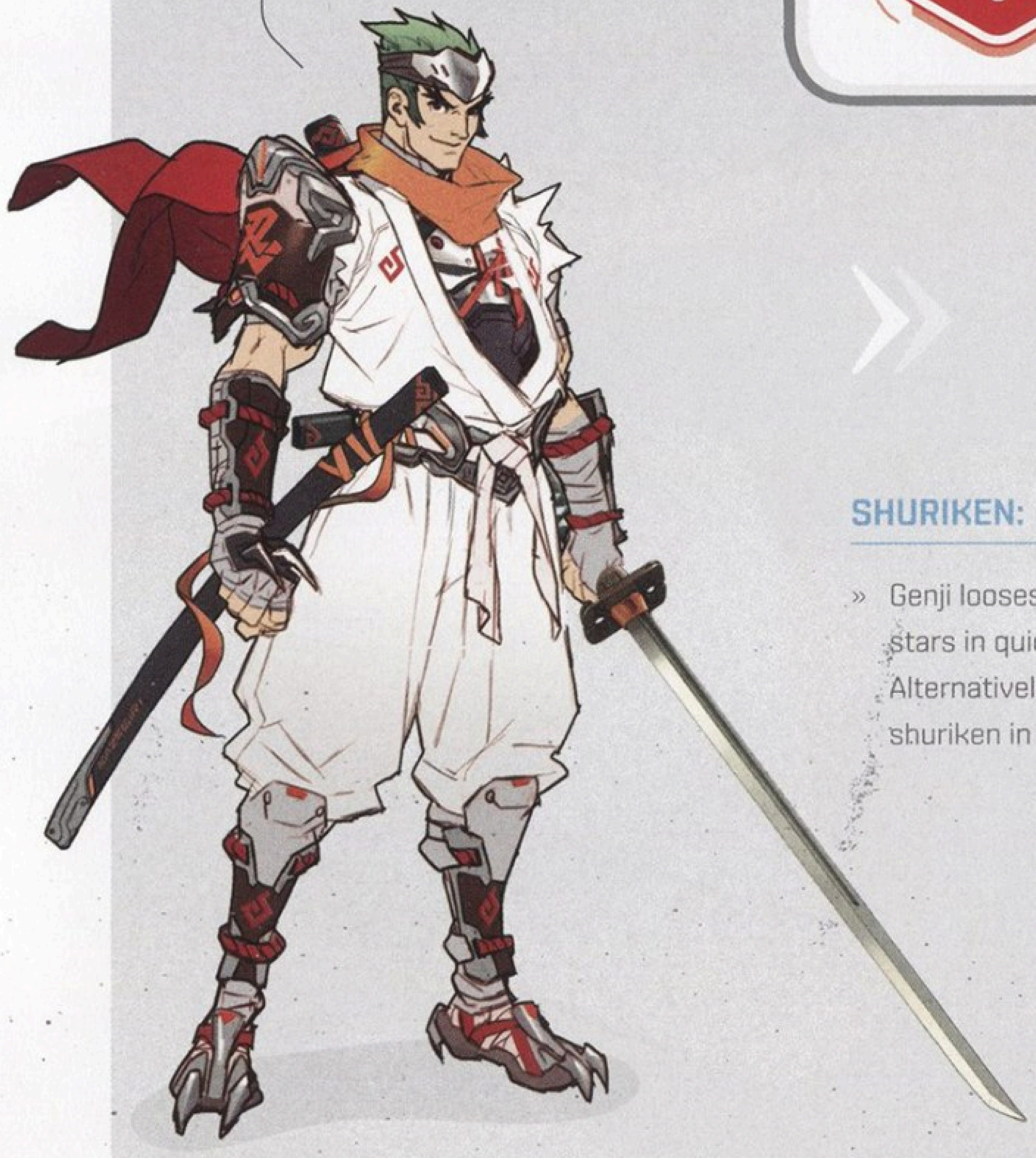
MAGNETIC CLOSURE

IN ADDITION TO RYU-ICHIMONJI, GENJI ALSO CARRIES A TRADITIONAL WAKIZASHI BY HIS SIDE.

SHURIKEN: CAPABLE OF PUNCTURING MOST LIGHT ARMOR. STORED IN AND DEPLOYED FROM CYBORG ARM.

RYU-ICHIMONJI: GENJI'S PRIVATE WEAPON; NO ONE ELSE HAS EVER BEEN ALLOWED TO EXAMINE OR REPAIR IT.

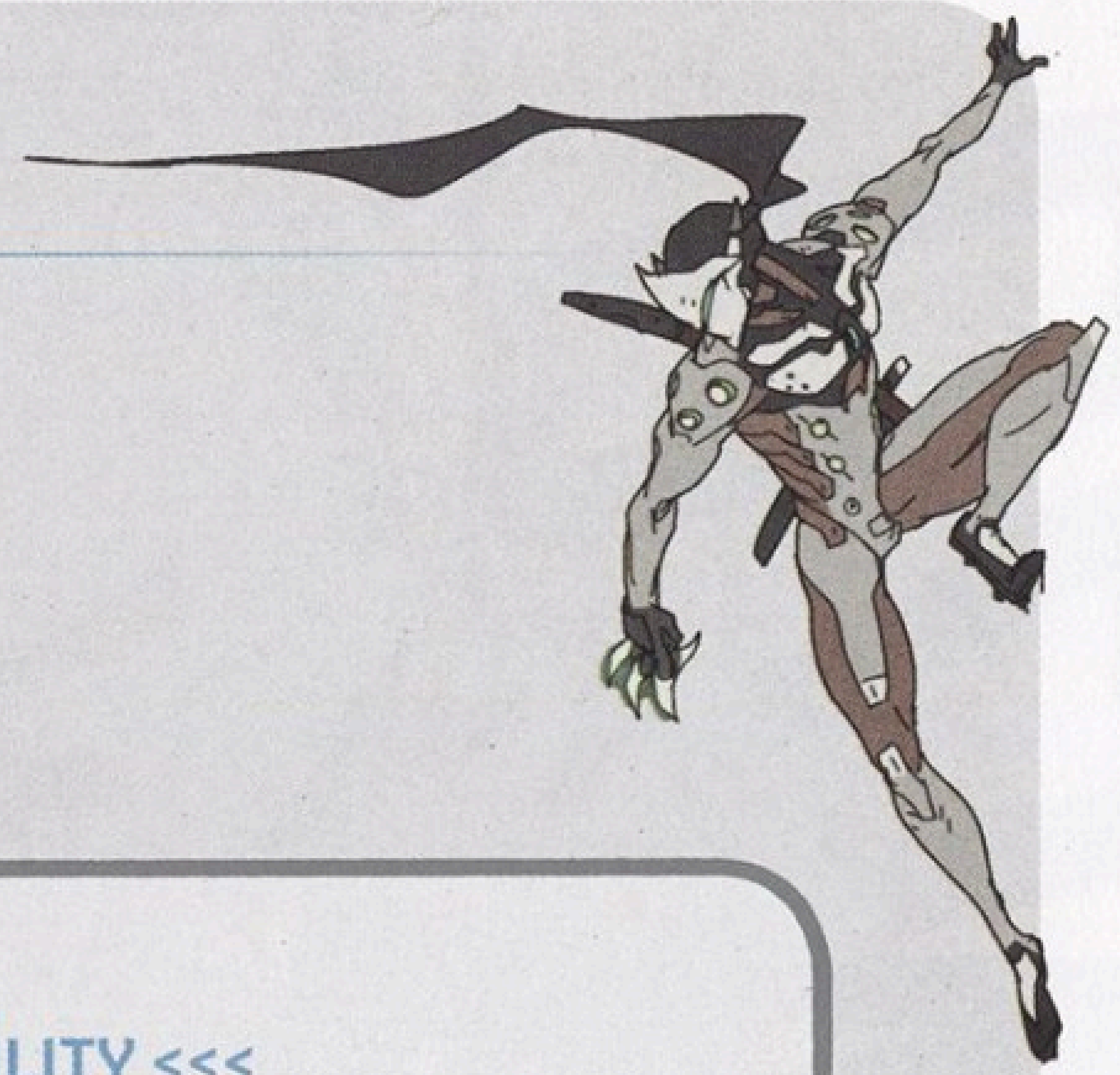




YOUNG GENJI

HERO PROFILE:

ABILITIES



DRAGONBLADE >>> ULTIMATE ABILITY <<<

» Genji brandishes his katana for a brief period of time. Until he sheathes his sword, Genji can deliver killing strikes to any targets within his reach.

SHURIKEN:

» Genji looses three deadly throwing stars in quick succession. Alternatively, he can throw three shuriken in a wider spread.

DEFLECT:

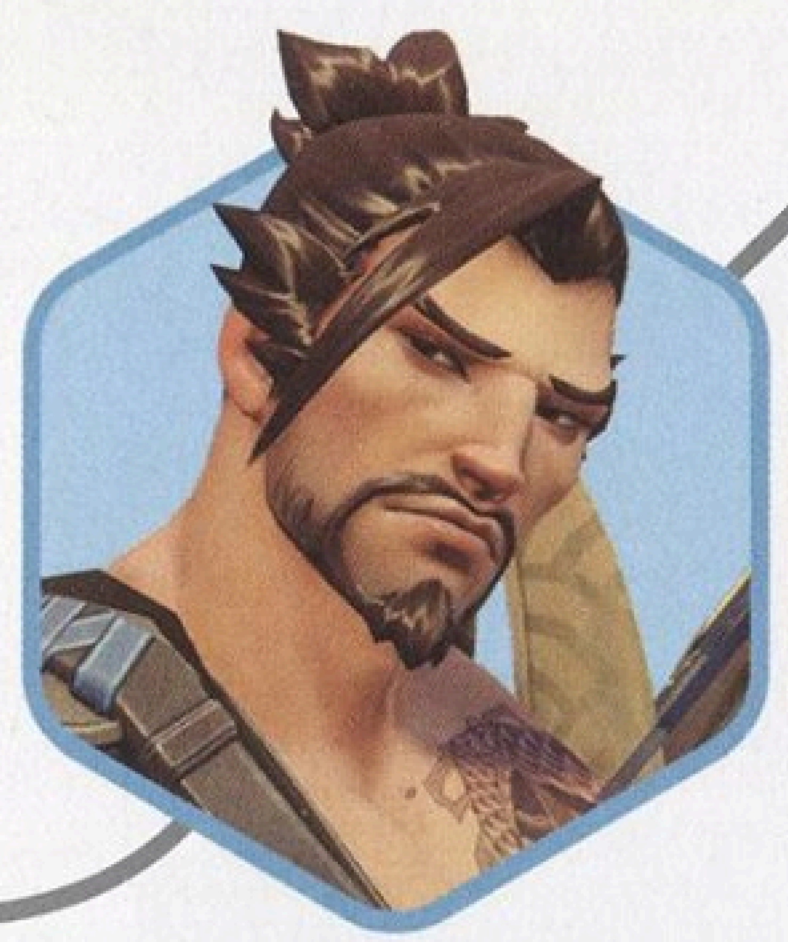
» With lightning-quick swipes of his sword, Genji reflects an oncoming projectile and sends it rebounding towards his opponent.

SWIFT STRIKE:

» Genji darts forward, slashing through foes in his path. If Genji eliminates a target, he can instantly use this ability again.

HANZO

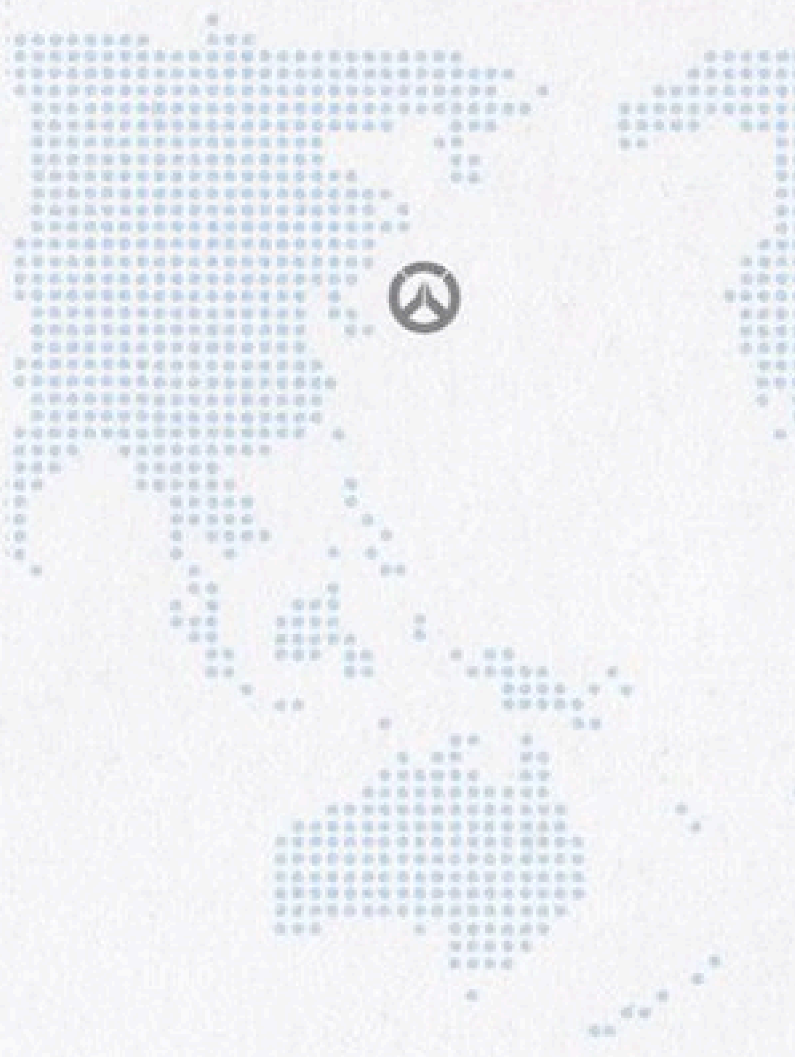
"WITH EVERY DEATH COMES HONOR. WITH HONOR, REDEMPTION."



HERO PROFILE:

HANZO

ROLE:	NAME: **HANZO SHIMADA**	AGE: **38**
DEFENSE	OCCUPATION: **MERCENARY, ASSASSIN**	
	BASE OF OPERATIONS: **HANAMURA, JAPAN** *(FORMERLY)*	
	AFFILIATION: **SHIMADA CLAN** *(FORMERLY)*	

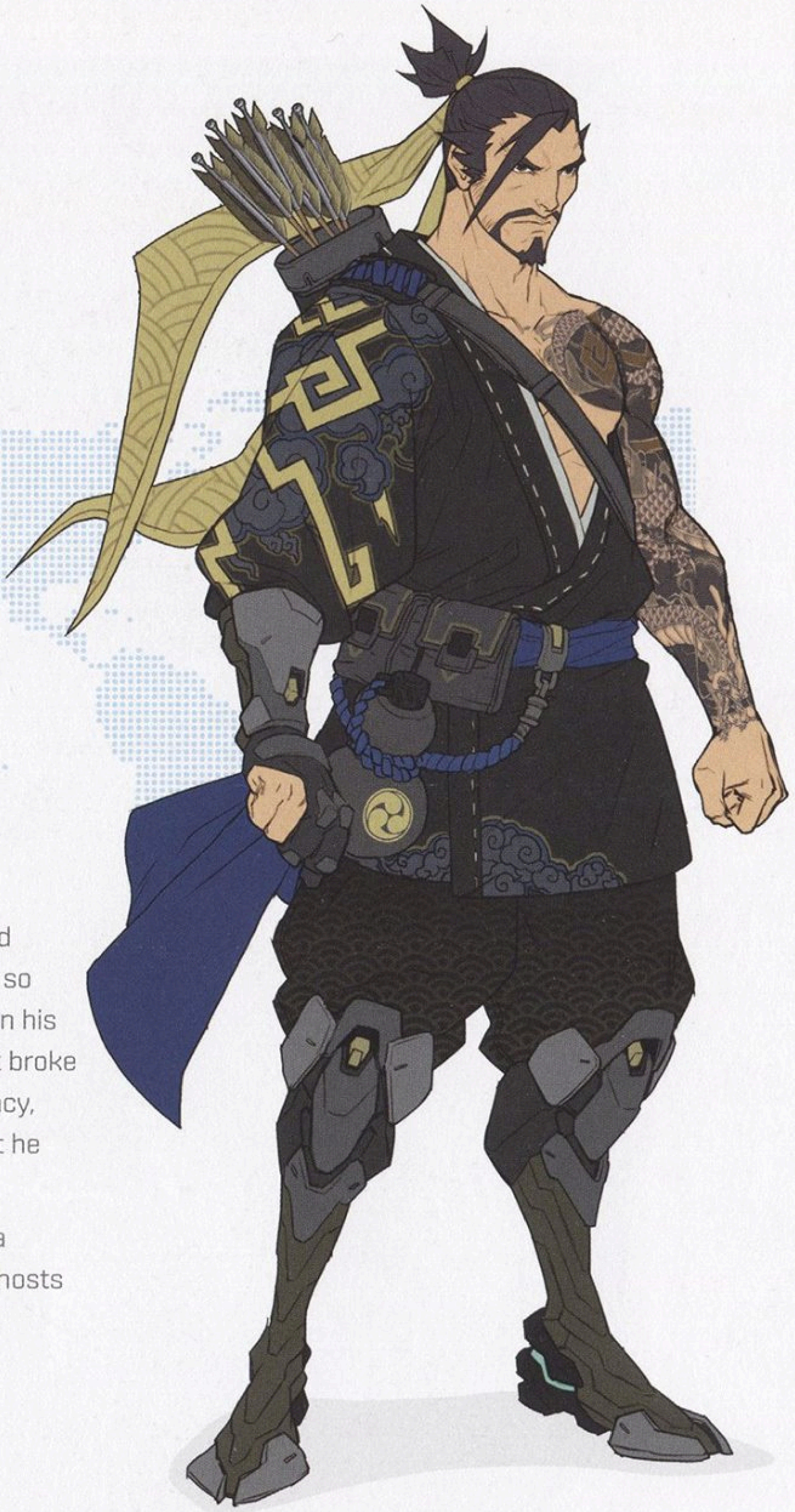


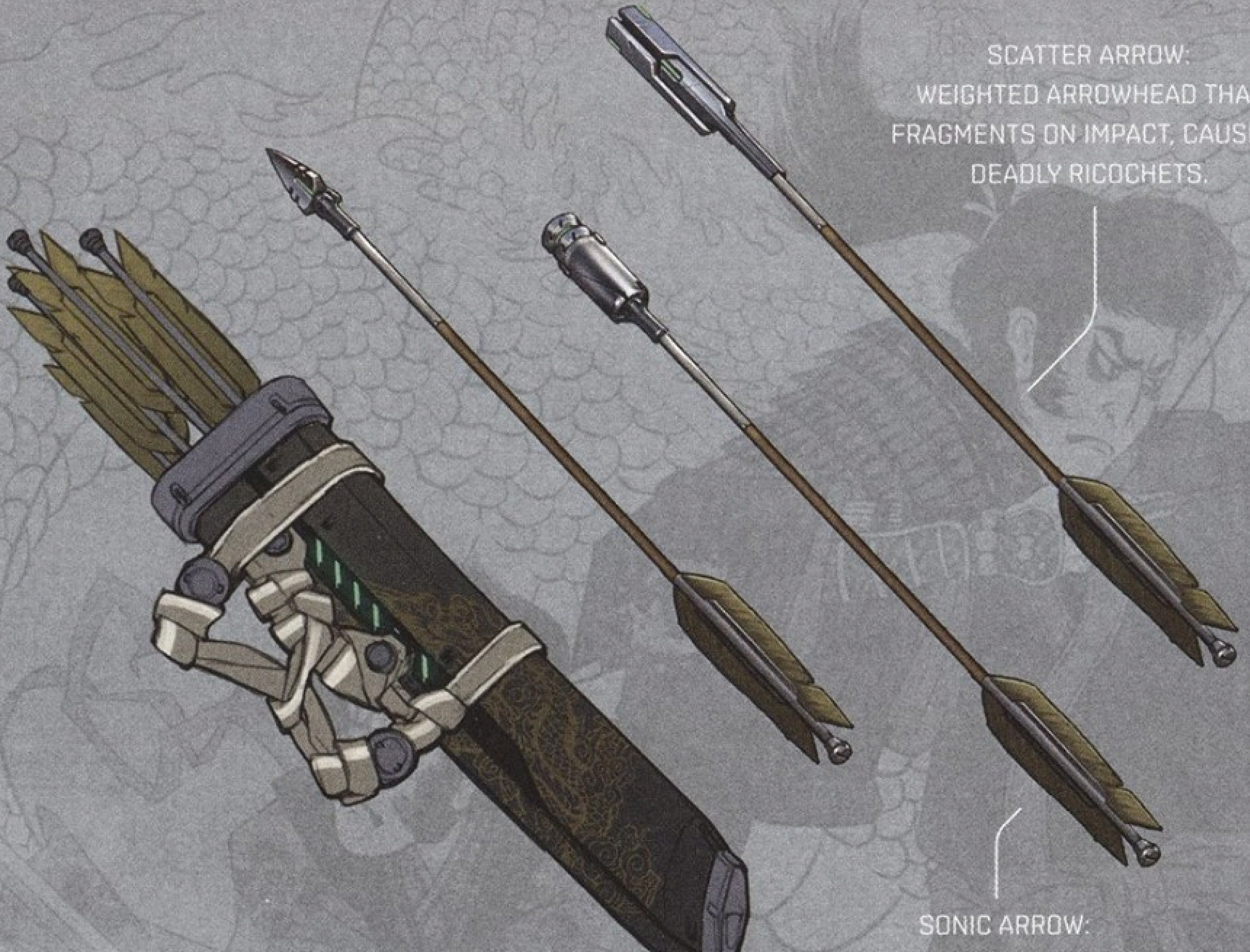
BIOGRAPHY:

The Shimada family was established centuries ago, a clan of assassins whose power grew over the years, enabling them to build a vast criminal empire that profited from lucrative trade in arms and illegal substances. As the eldest son, Hanzo was bound by duty to succeed his father and lead his family's underworld activities. From a young age, he was trained for that responsibility, displaying a natural aptitude for leadership and possessing an innate understanding of strategy and tactics. He also excelled in more practical areas: he was a prodigy in martial arts, swordplay, and bowmanship.

Upon the death of his father, the clan elders instructed Hanzo to straighten out his wayward younger brother so that he, too, might help rule the Shimada empire. When his brother refused, Hanzo was forced to kill him. This act broke Hanzo's heart and drove him to reject his father's legacy, ultimately leading him to abandon the clan and all that he had worked so hard to attain.

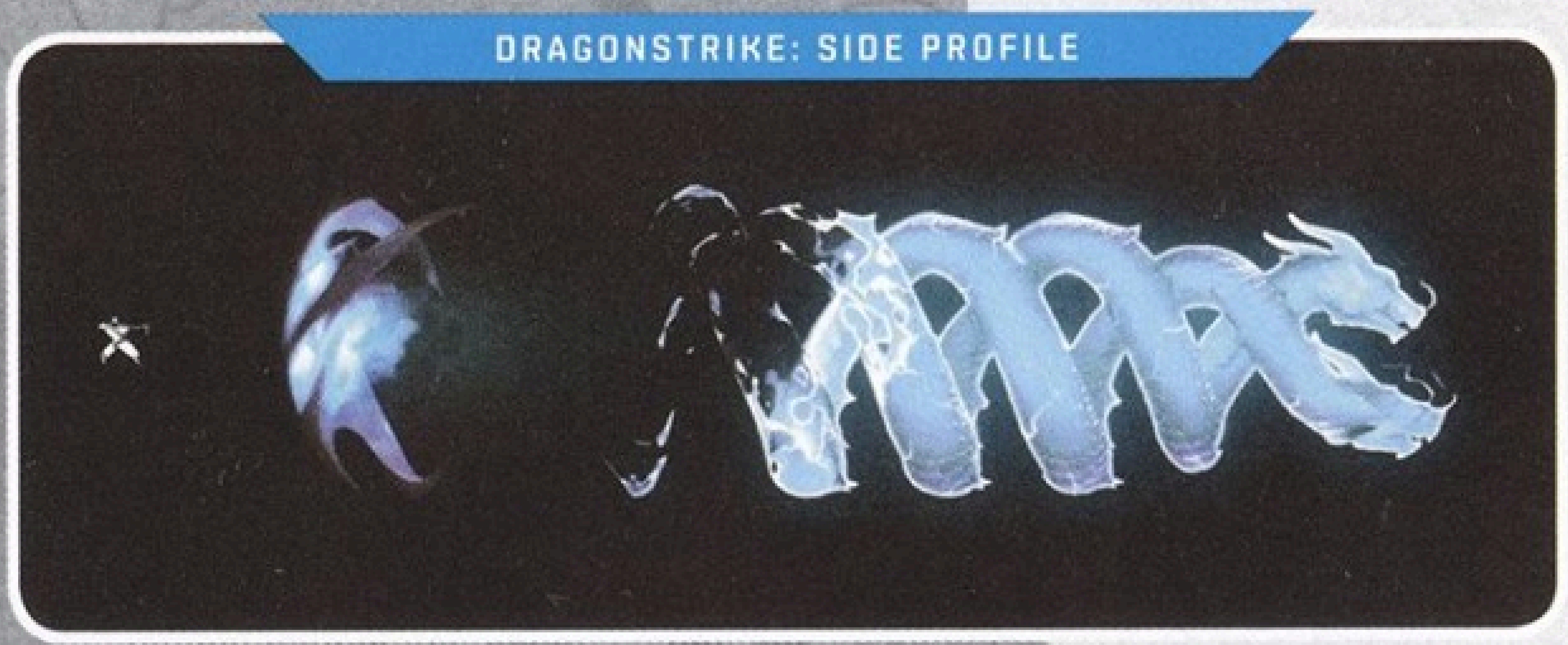
Now, Hanzo travels the world, perfecting his skills as a warrior, attempting to restore his honor and put the ghosts of his past to rest.



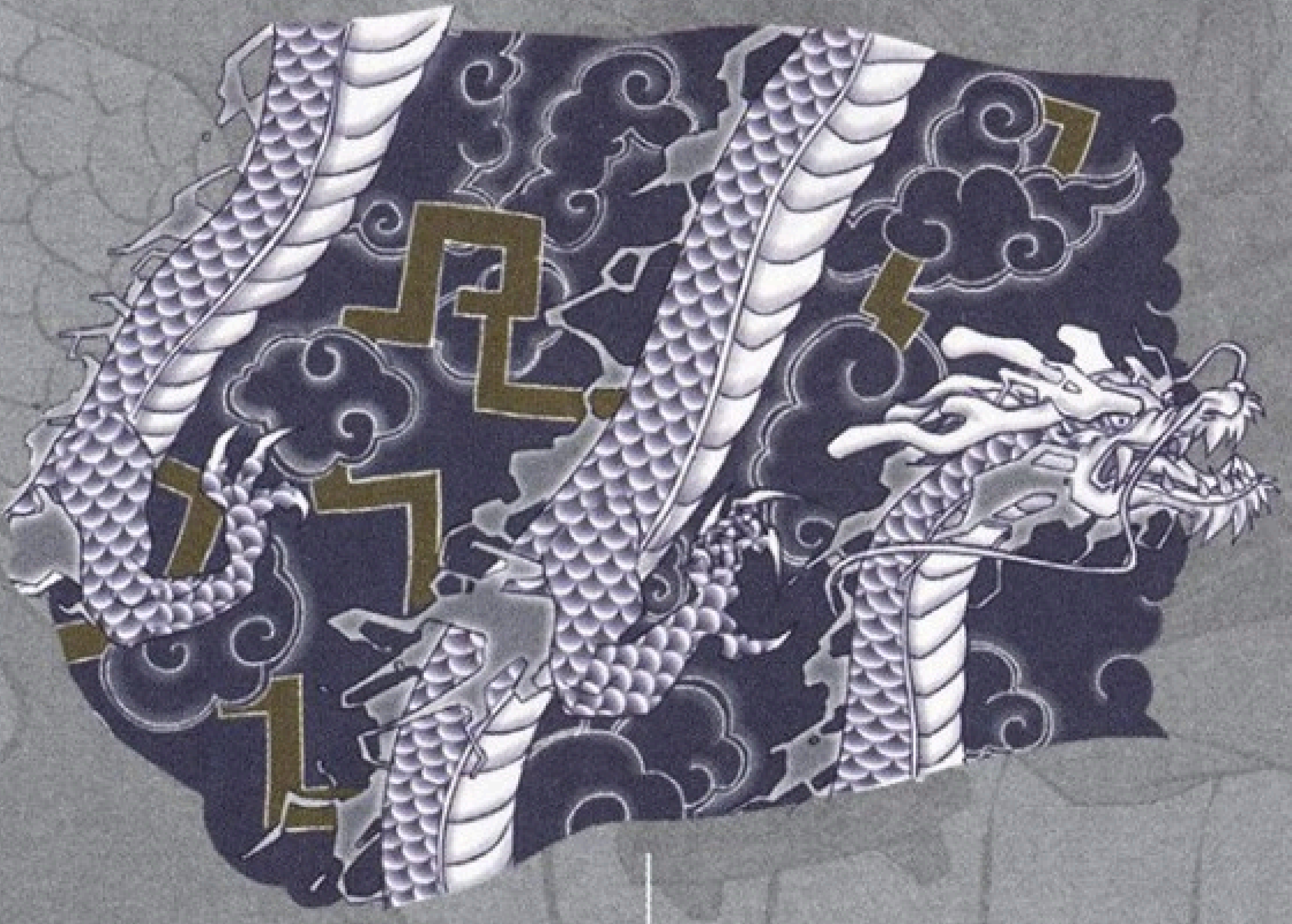


SCATTER ARROW:
WEIGHTED ARROWHEAD THAT
FRAGMENTS ON IMPACT, CAUSING
DEADLY RICOCHETS.

DRAGONSTRIKE: SIDE PROFILE

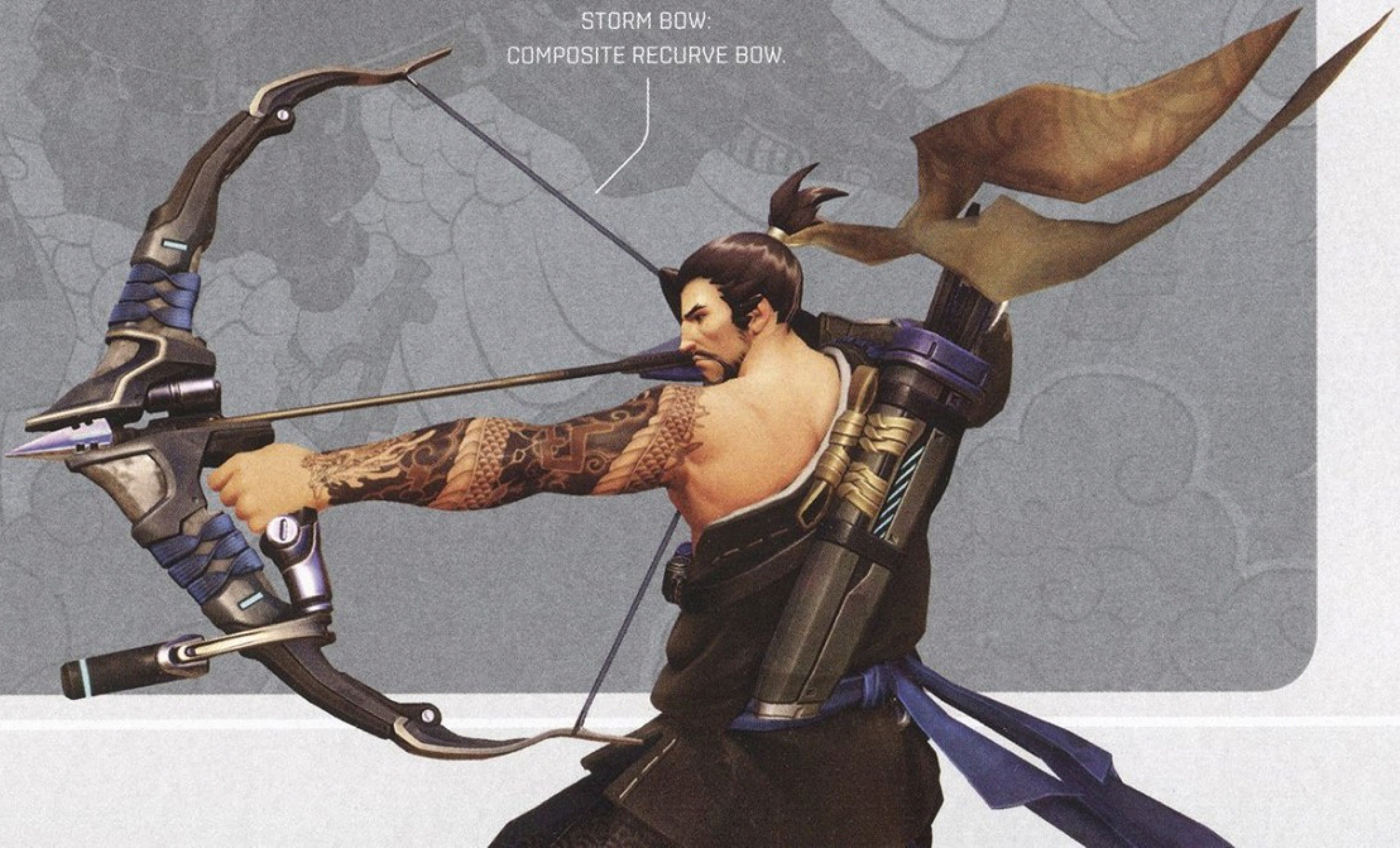


SONIC ARROW:
ULTRA-HIGH-FREQUENCY SONAR
REVEALS NEARBY ENEMIES.



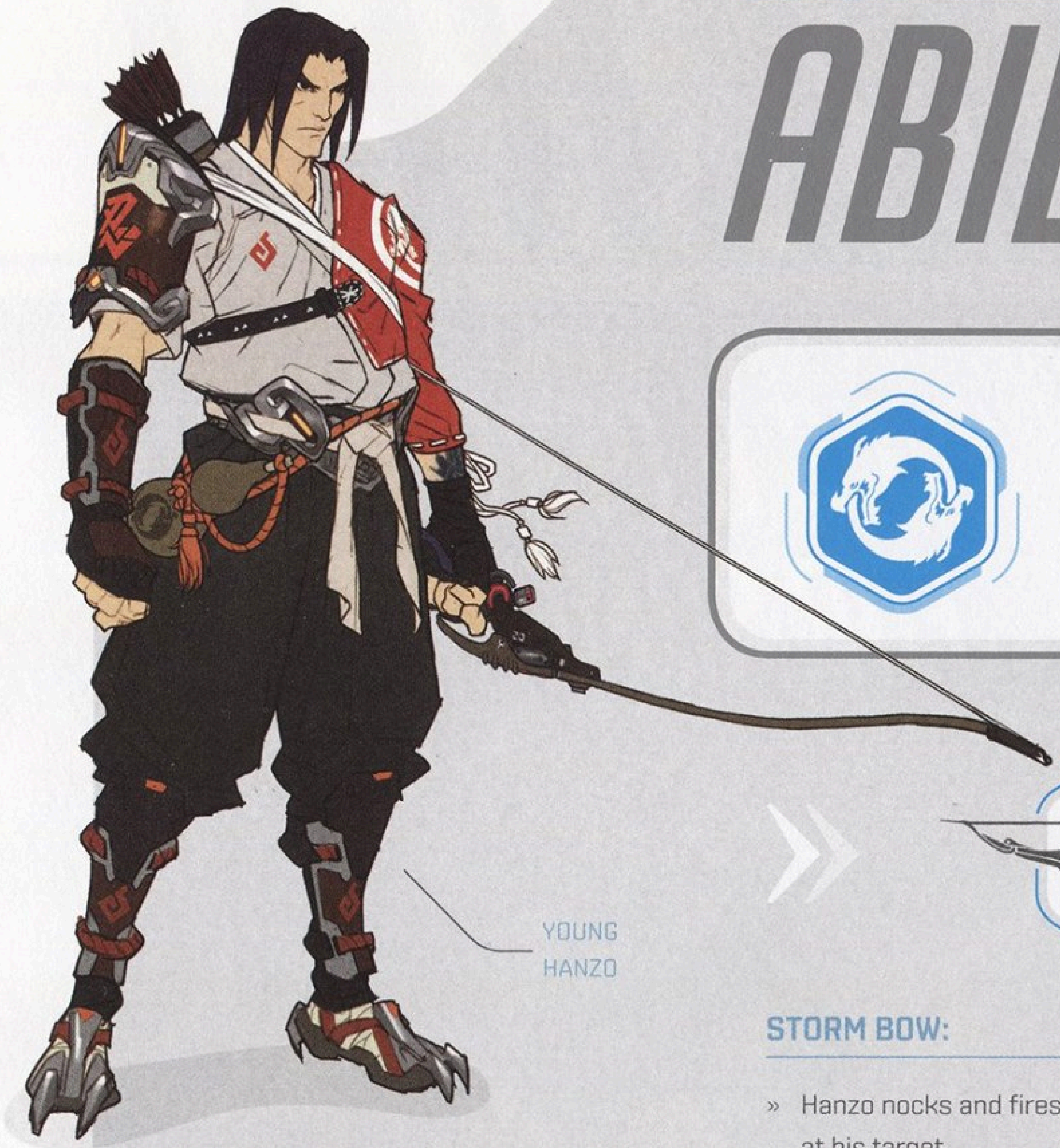
SLEEVE TATTOO DETAIL

STORM BOW:
COMPOSITE RECURVE BOW.



HERO PROFILE:

ABILITIES



DRAGONSTRIKE >>> ULTIMATE ABILITY <<<

» Hanzo summons a spirit dragon which travels through the air. It passes through walls in its way, devouring any enemies it encounters.

STORM BOW:

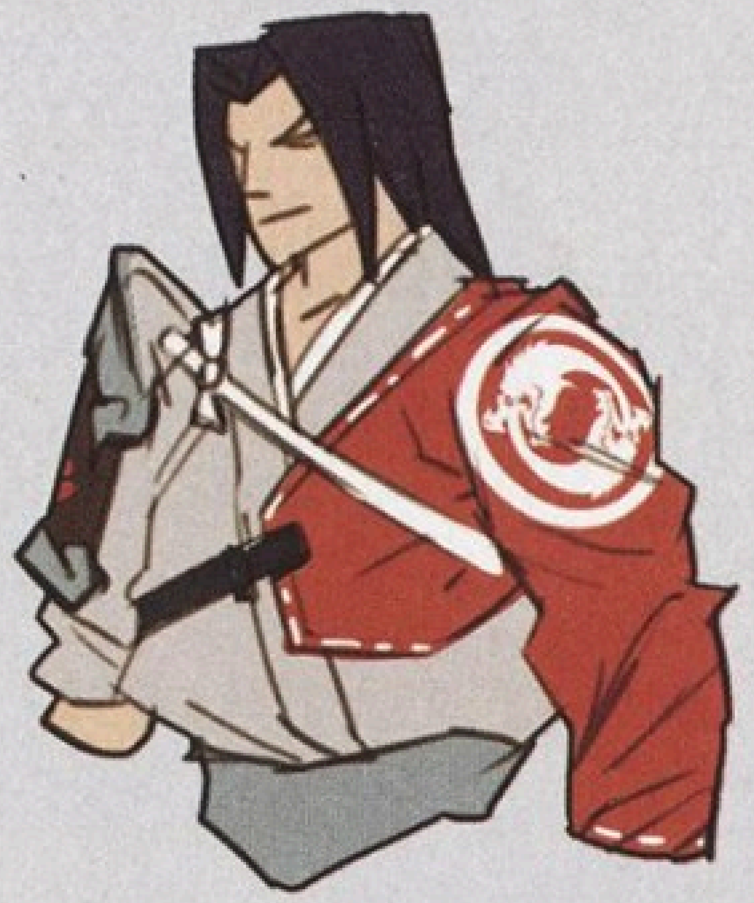
» Hanzo nocks and fires an arrow at his target.

SONIC ARROW:

» Hanzo launches an arrow that contains a sonar tracking device. Any enemy within its detection radius is visibly marked, making them easier for Hanzo and his allies to hunt down.

SCATTER ARROW:

» Hanzo shoots a fragmenting arrow that ricochets off walls and objects and can strike multiple targets at once.



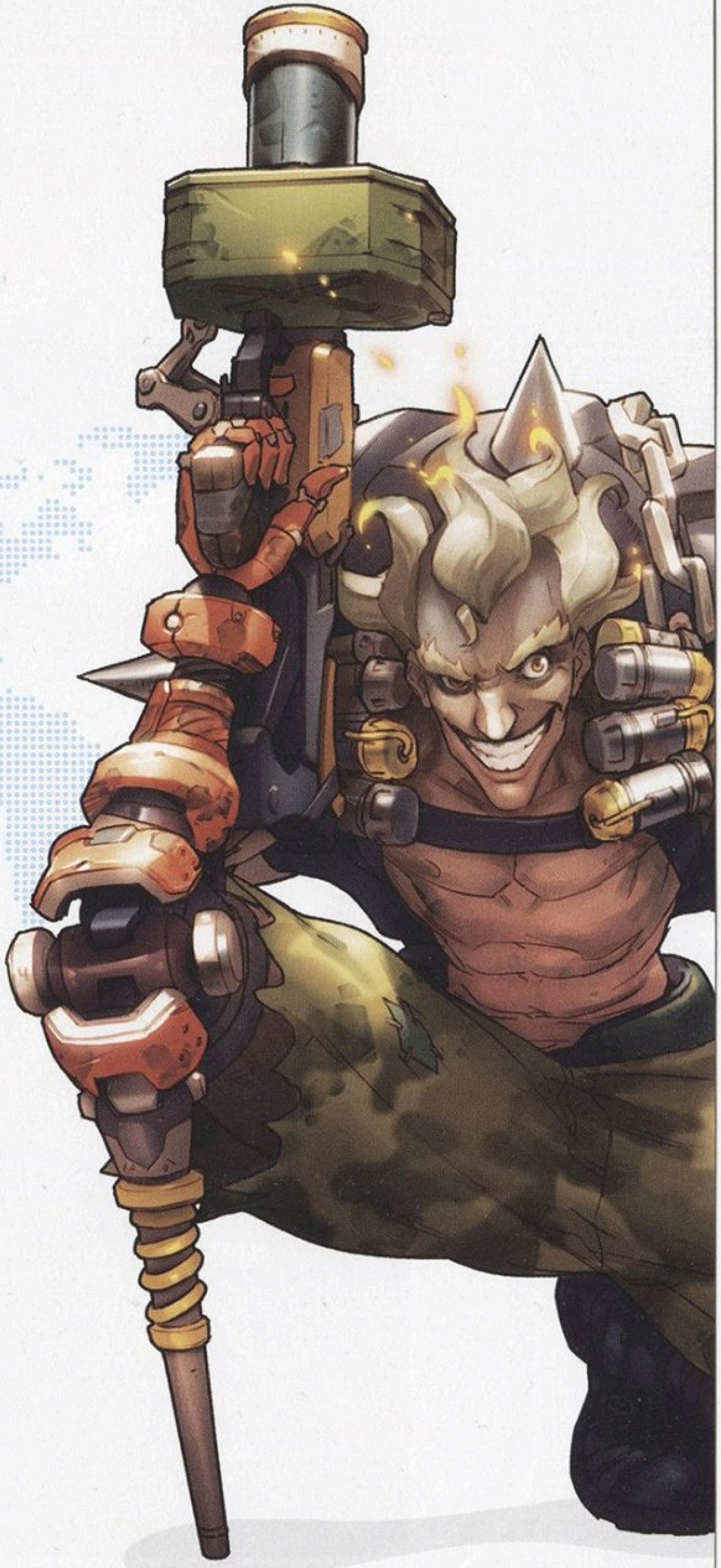
JUNKRAT

"IT'S A PERFECT DAY FOR SOME MAYHEM."

HERO PROFILE:

JUNKRAT

ROLE: DEFENSE	NAME: JAMISON FAWKES AGE: 25
	OCCUPATION: ANARCHIST, THIEF, DEMOLITIONIST, MERCENARY, SCAVENGER
	BASE OF OPERATIONS: JUNKERTOWN, AUSTRALIA *(FORMERLY)*
	AFFILIATION: JUNKERS *(FORMERLY)*



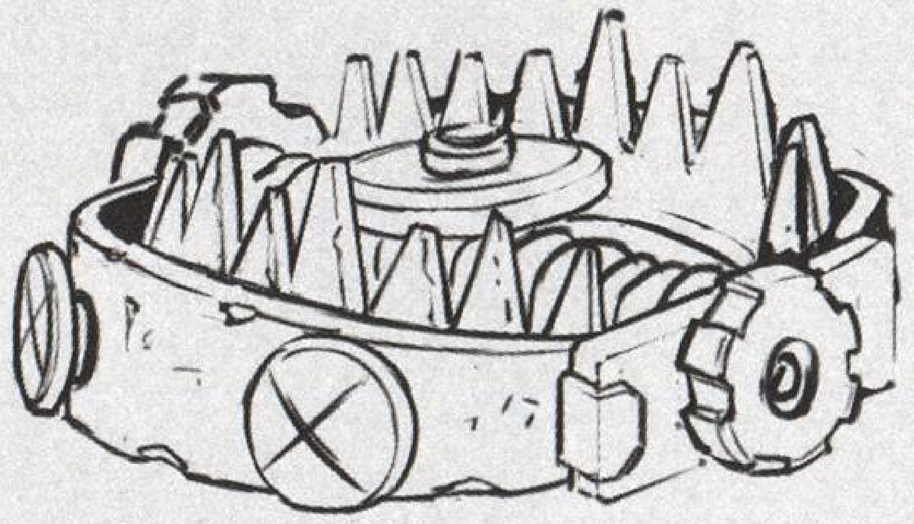
BIOGRAPHY:

The attack on the Australian omnium's fusion core forever altered the landscape of the Outback. After the detonation, the area was transformed into a harsh, irradiated wasteland, littered with debris and the twisted fragments of the ruined facility. The region became unlivable to most.

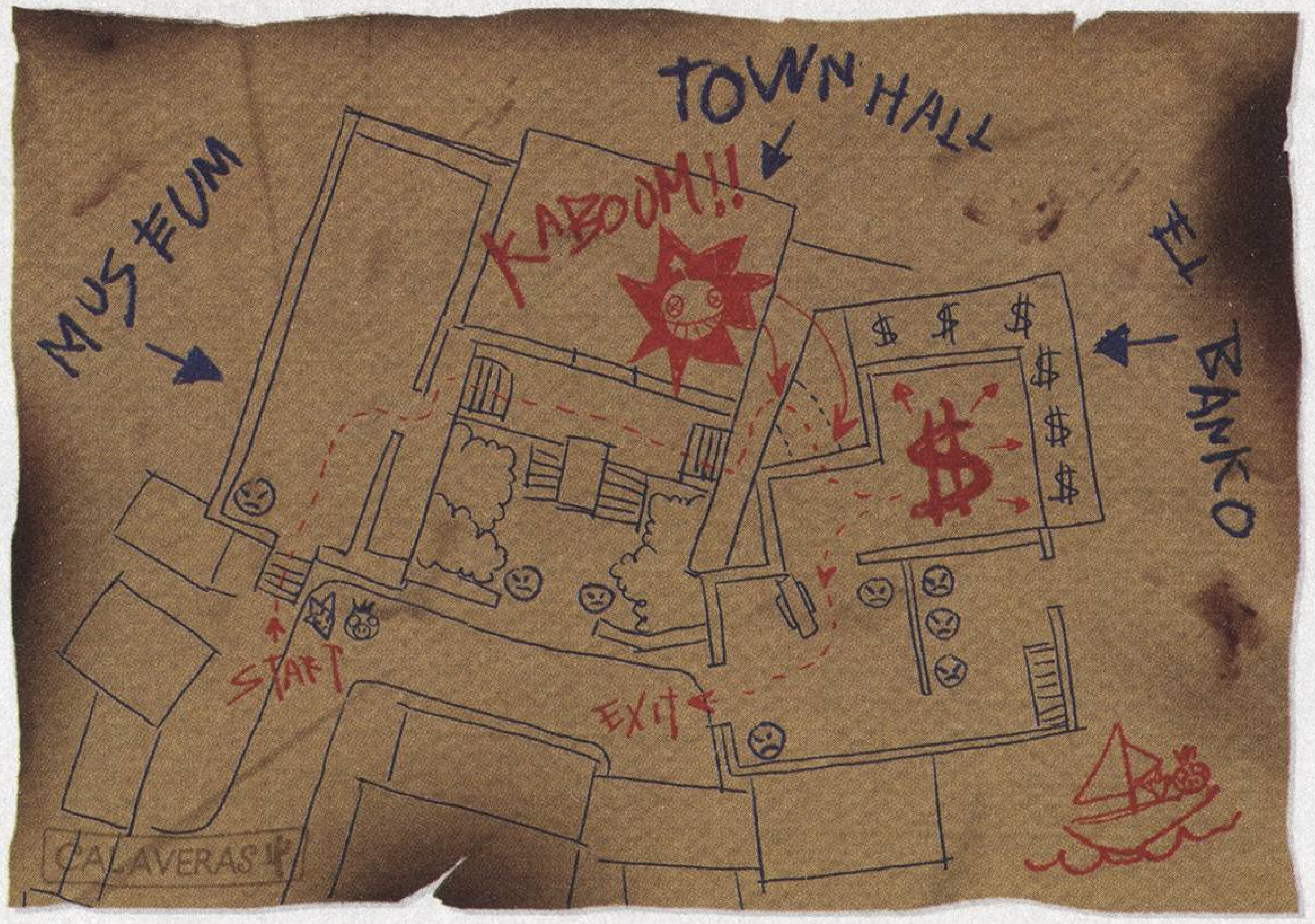
But there were some who survived. Calling themselves the Junkers, they scavenged the husk of the omnium and formed a lawless, cutthroat society in its shadow. Junkrat was one of them, eking out a living by reclaiming metal and components from the ruins. Like many others, he was affected by the lingering radiation. This touch of madness made him ideal for handling dangerous explosives, a love that turned into an obsession.

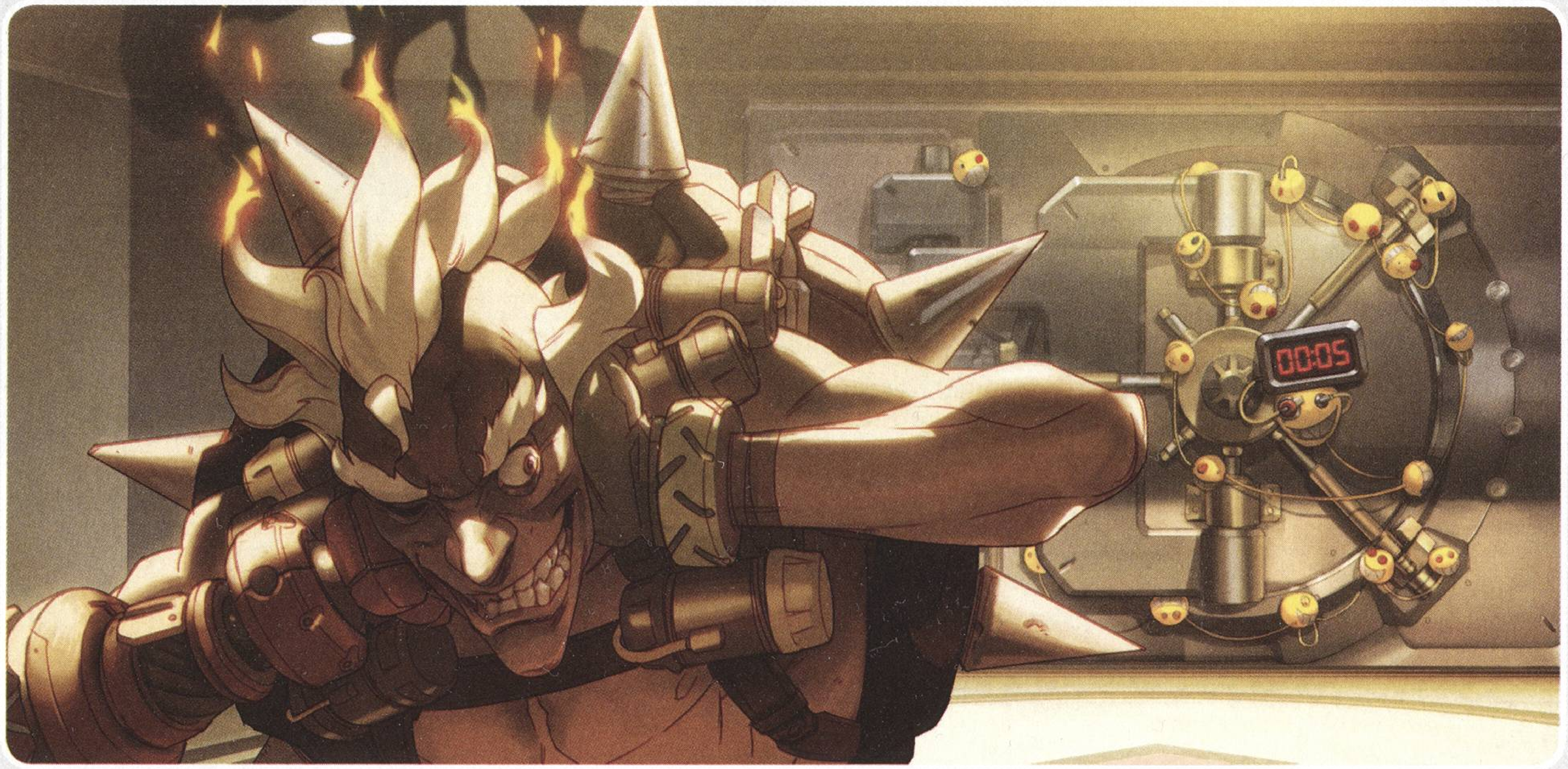
Junkrat came to notoriety when he discovered an extremely valuable secret in the bones of the omnium. Though few knew the nature of what he had found, he was nonetheless pursued by bounty hunters, gangs, and opportunists wherever he went. For his own protection, he struck a deal with the Junker enforcer Roadhog, who grudgingly agreed to be his personal bodyguard in exchange for a fifty-fifty share of his future profits.

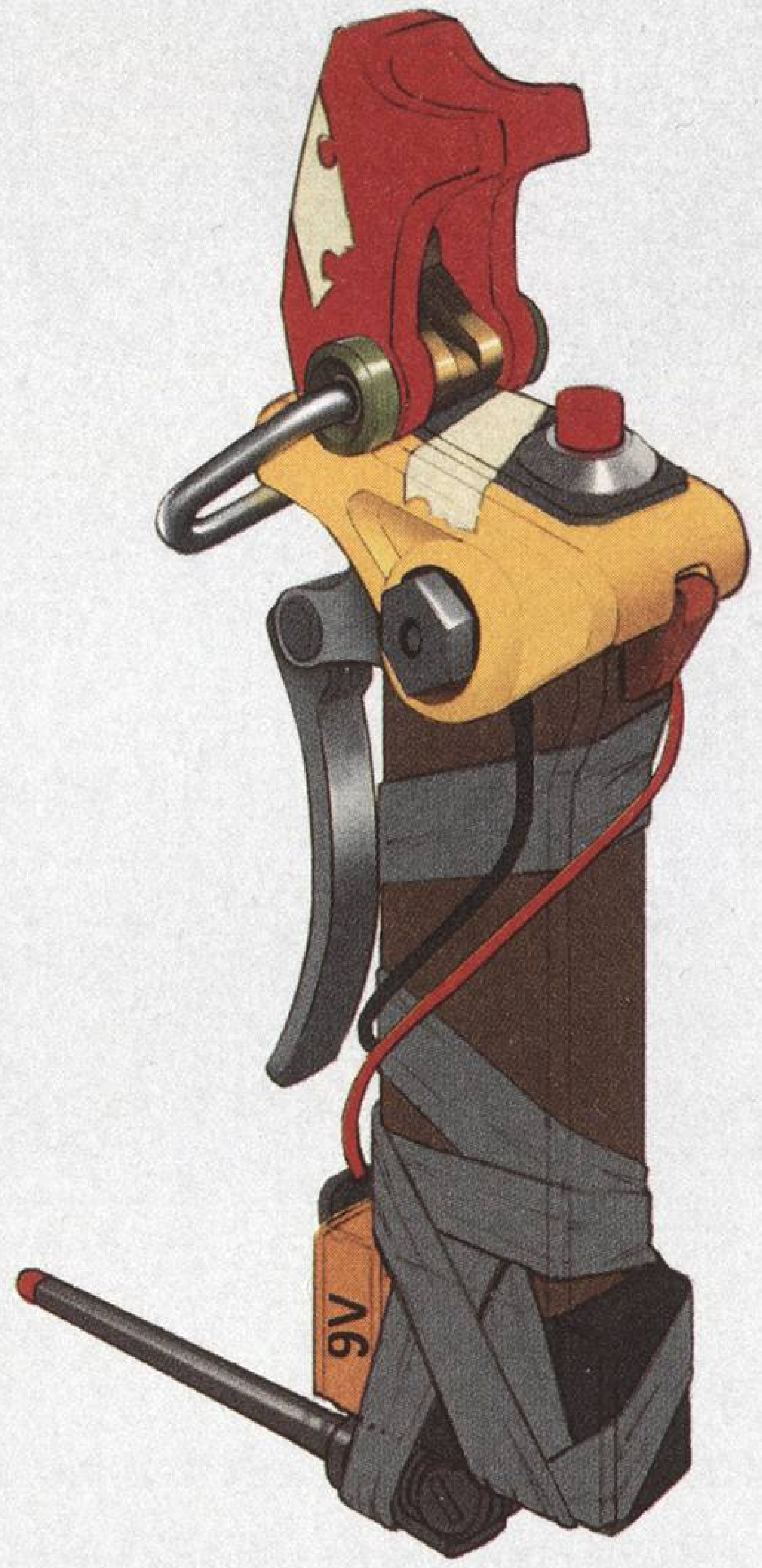
Now, with Roadhog in tow, Junkrat has left the Outback and embarked on an international crime spree, leaving nothing but havoc and bedlam in his wake.



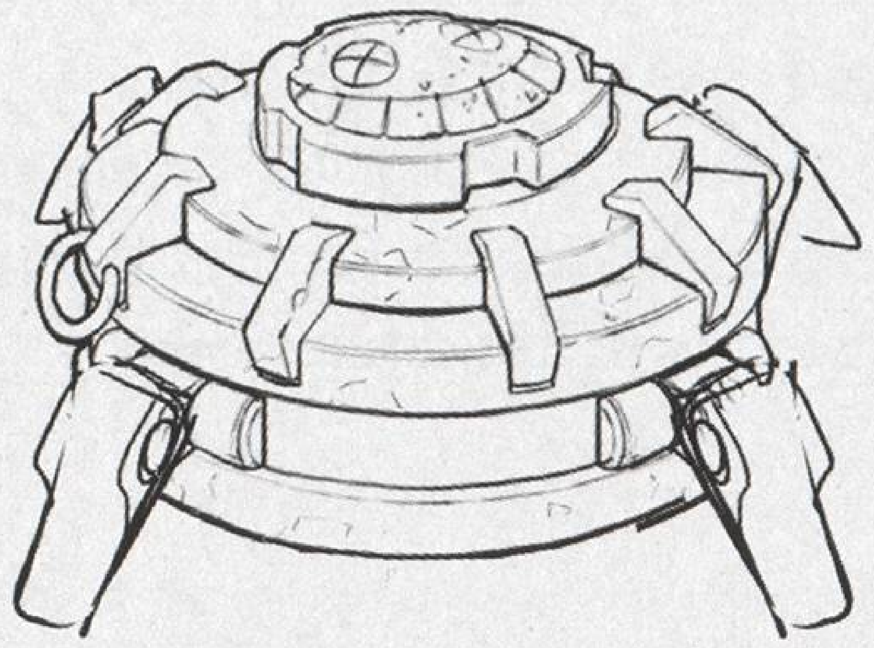
STEEL TRAP:
NOT LEGALLY PERMITTED
FOR THE HUNTING OF ANY
ANIMAL ON EARTH.

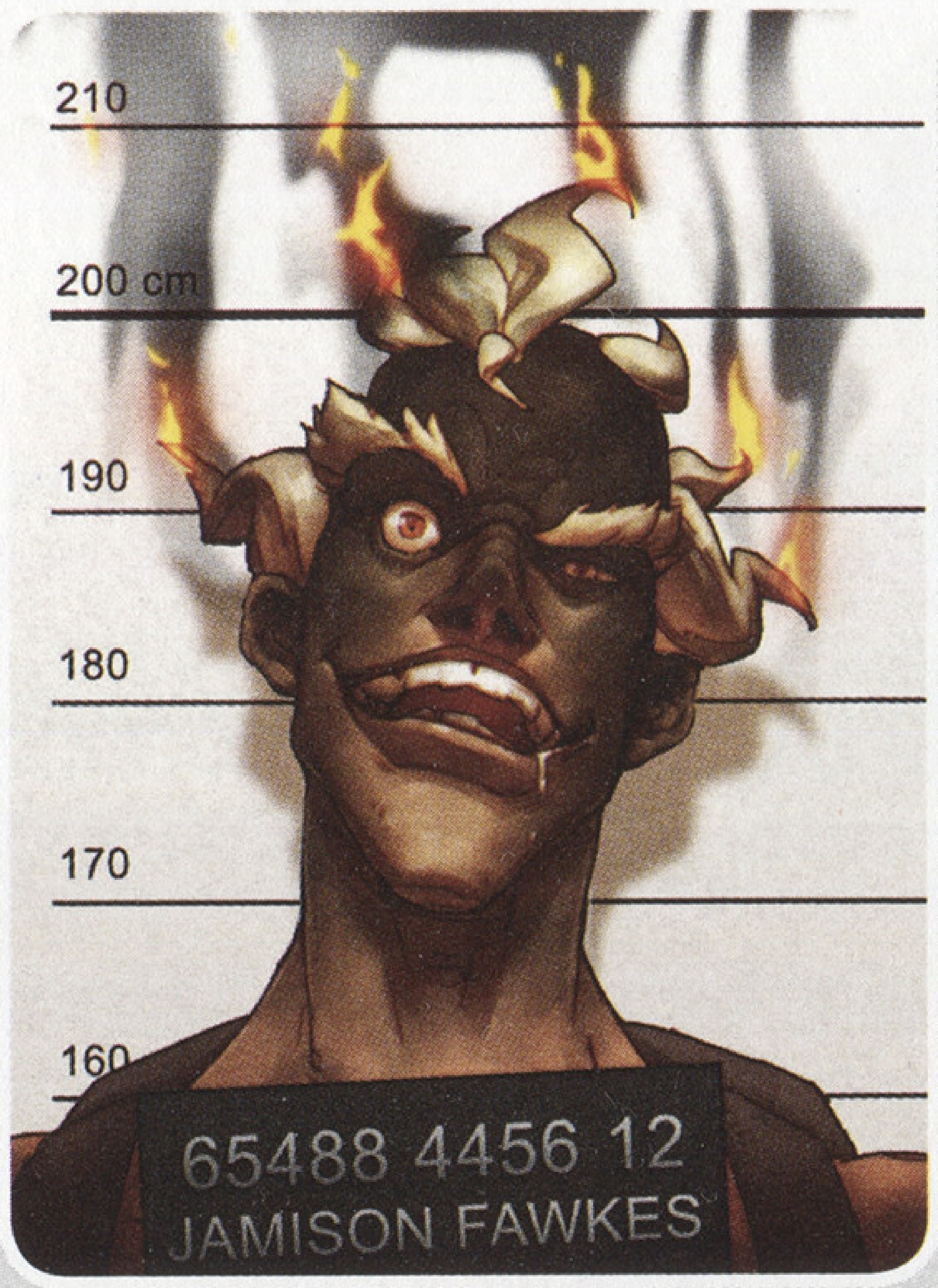

TOWN HALL
MUSEUM
KABOOM!!
EL BANKO
$
START
EXIT
CALAVERAS





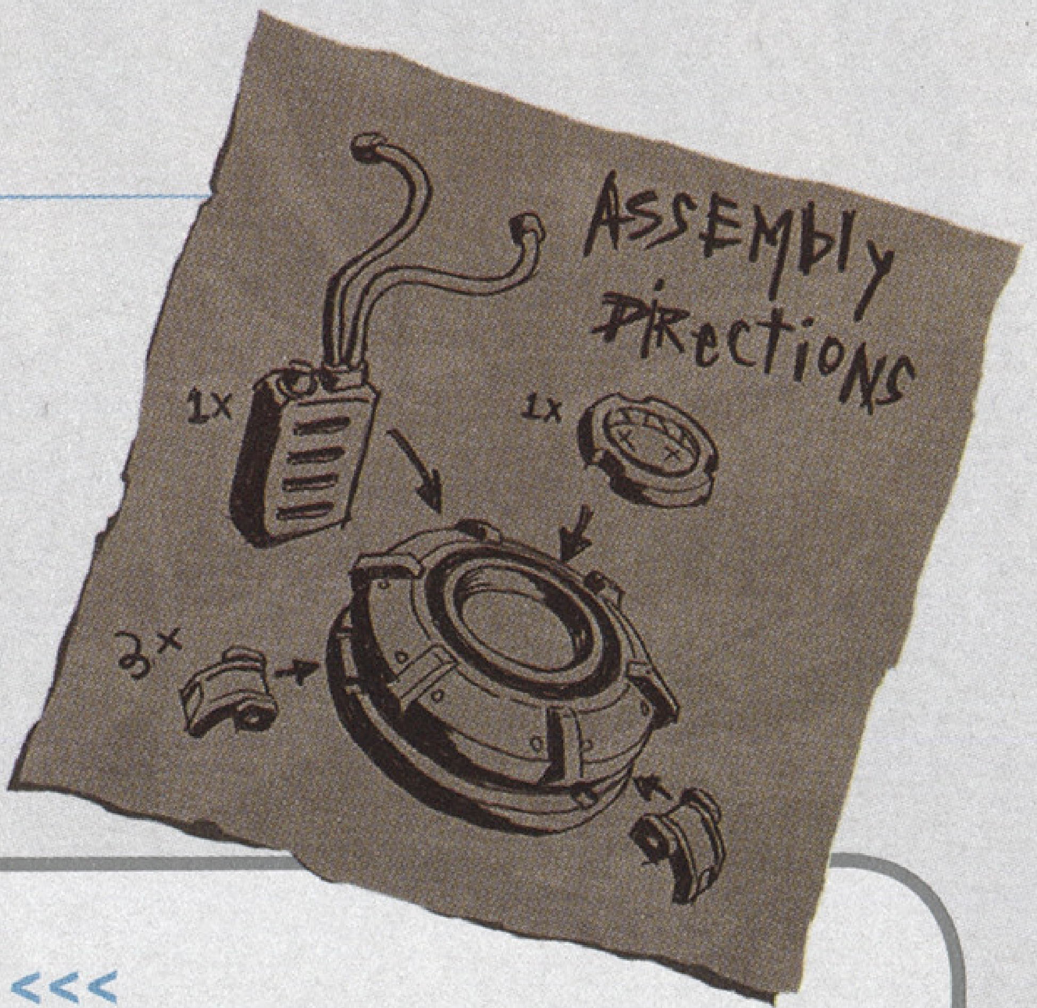
CONCUSSION MINE:
USING HIS TRUSTY DETONATOR, JUNKRAT'S
CONCUSSION MINE DELIVERS A HIGH-IMPACT
EXPLOSIVE WITH MINIMAL FRAGMENTATION.




210
200 cm
190
180
170
160
65488 4456 12
JAMISON FAWKES

HERO PROFILE:

ABILITIES


Assembly
Directions
1x
1x
3x

RIP-TIRE >>> ULTIMATE ABILITY <<<

» Junkrat revs up a motorized tire bomb and sends it rolling across the battlefield, climbing over walls and obstacles. He can remotely detonate the RIP-Tire to deal serious damage to enemies caught in the blast, or just wait for it to explode on its own.

FRAG LAUNCHER:

» Junkrat's Frag Launcher lobs grenades a significant distance. They bounce to reach their destination, and blow up when they strike an enemy.

CONCUSSION MINE:

» After placing one of his homemade Concussion Mines, Junkrat can trigger it to damage enemies and send them flying... or propel himself through the air.

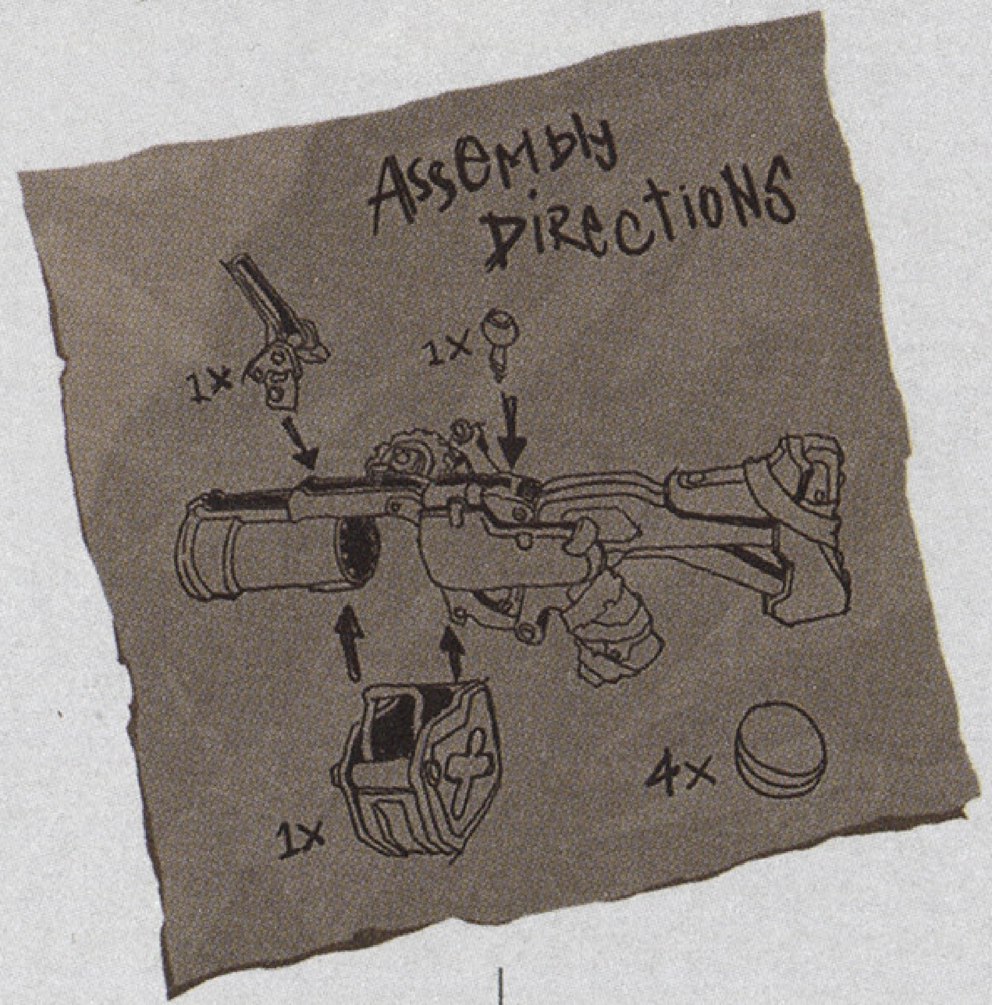
STEEL TRAP:

» Junkrat tosses out a giant, metal-toothed trap. Should an enemy wander too close to the trap, it clamps on, injuring and immobilizing them.

TOTAL MAYHEM:

» Junkrat's deranged sense of humor persists past his death.

» If killed, he drops several live grenades.


Assembly
Directions
1x
1x
1x
4x

FRAG LAUNCHER:
COMPACT FRAGMENTATION
GRENADES, HOMEMADE, UNSAFE
RACK-LOADED AMMUNITION.

LÚCIO

HERO PROFILE:

LÚCIO

ROLE:

SUPPORT

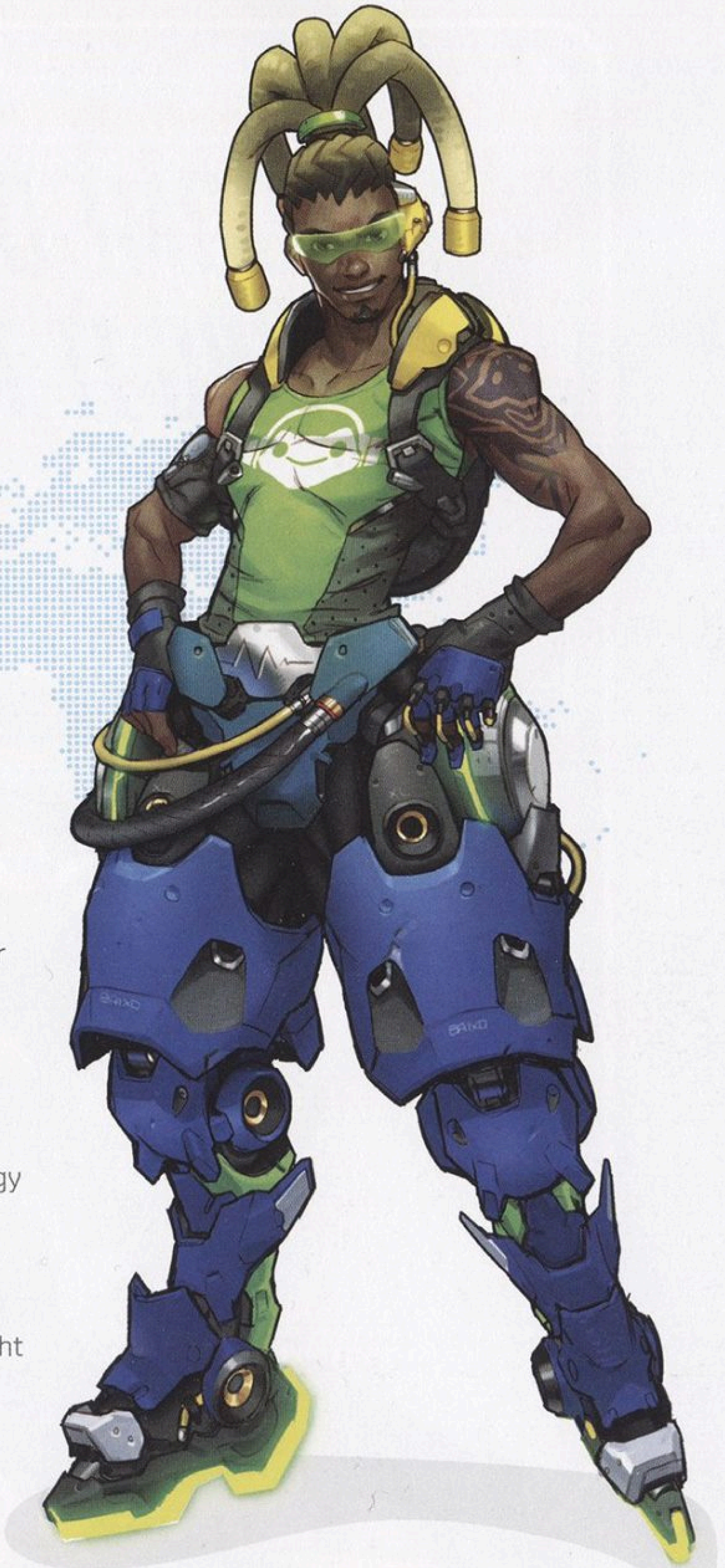
NAME:
LÚCIO CORREIA DOS SANTOS

AGE:
26

OCCUPATION:
DJ, FREEDOM FIGHTER

BASE OF OPERATIONS:
RIO DE JANEIRO, BRAZIL

AFFILIATION:
NONE

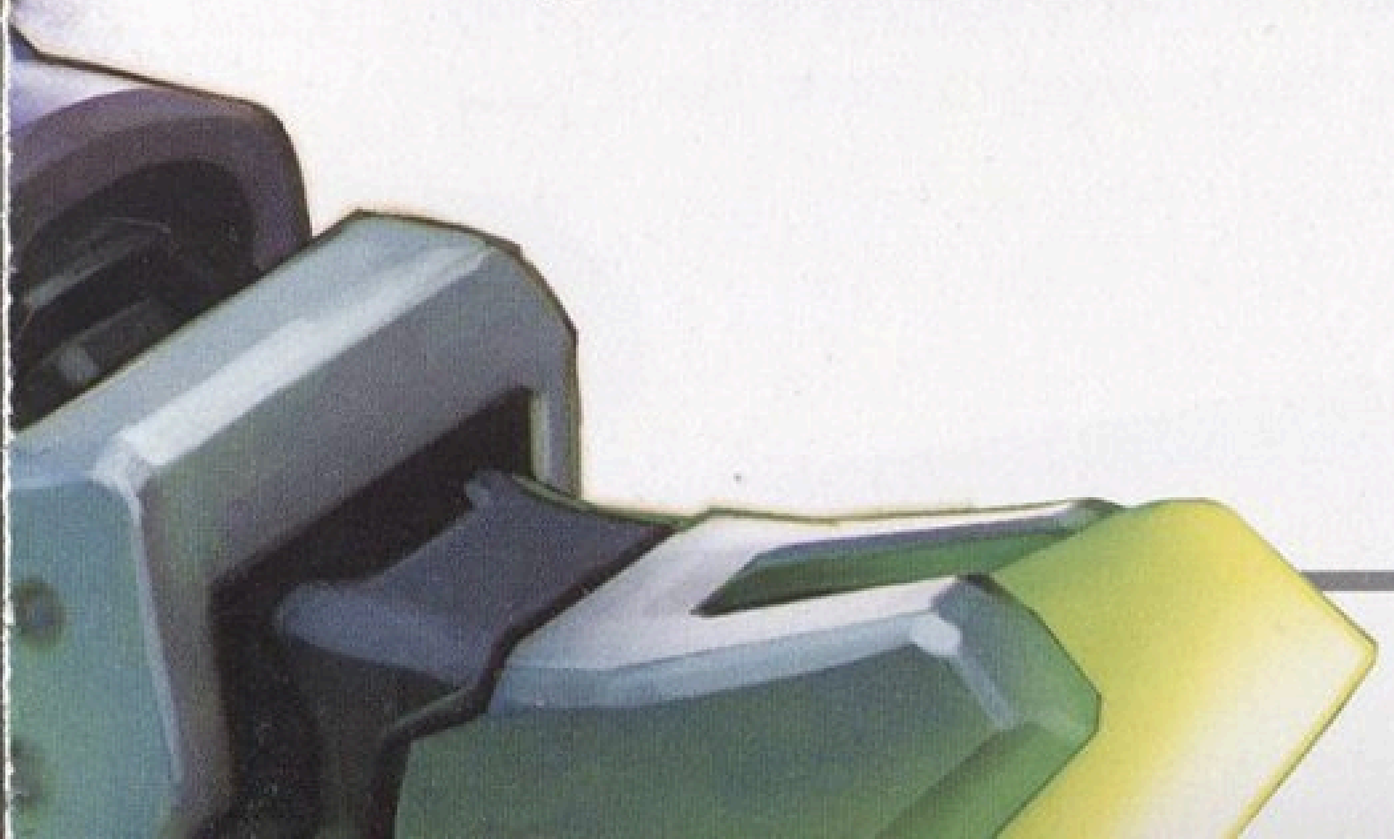


BIOGRAPHY:

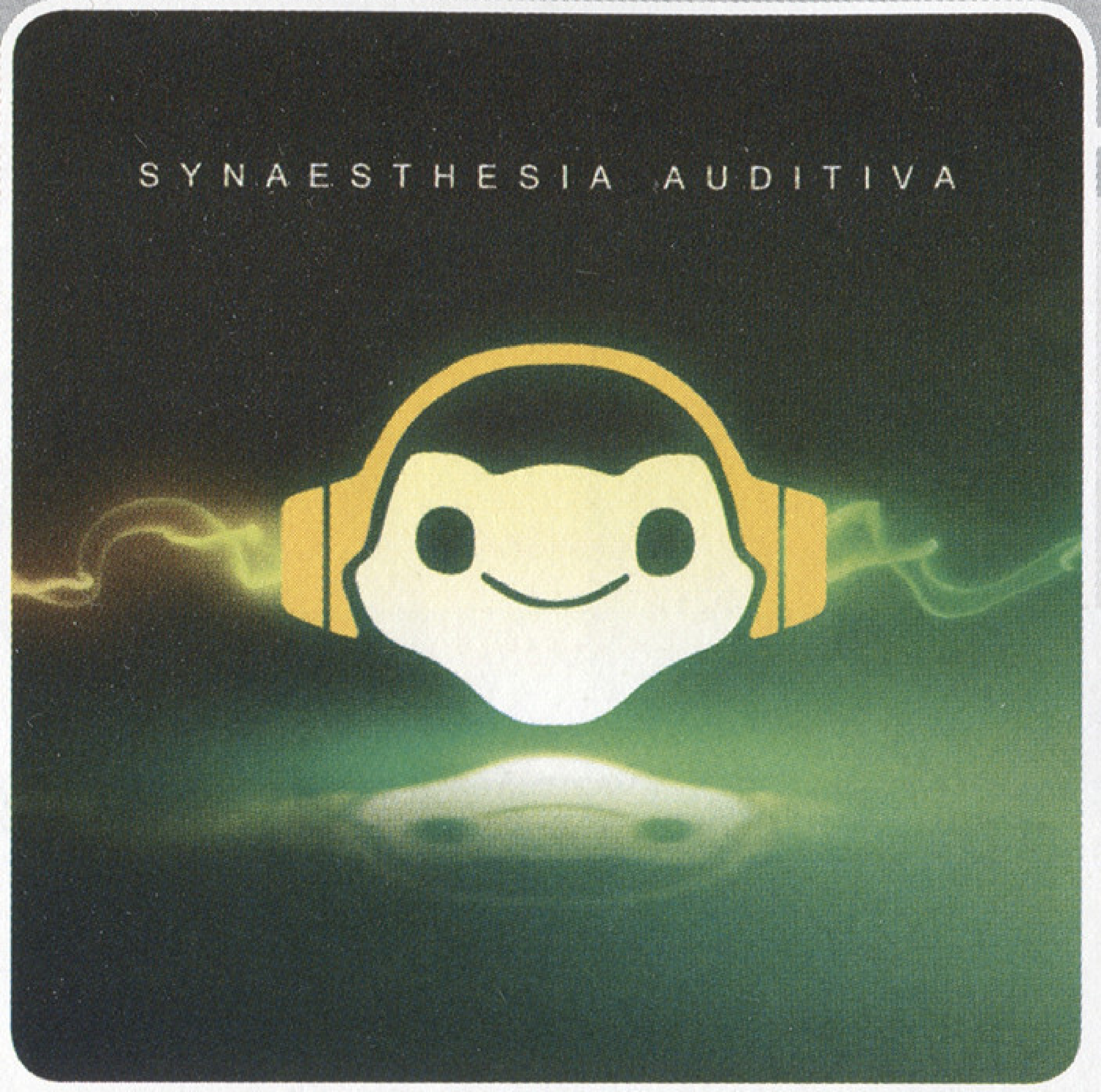
Lúcio Correia dos Santos grew up in Rio de Janeiro, in a poor and crowded favela hit hard by the financial upheaval following the Omnic Crisis. As Brazil began the long process of recovery, he wanted to find a way to lift the spirits of those around him. He found his answer in music and its power to bring people together and even help them forget their troubles, if only for a short time. He performed on street corners, in block parties, and as he got older, at a string of legendary underground shows.

But Lúcio's close-knit community was thrown into chaos when the multinational Vishkar Corporation began rebuilding large tracts of the city. Lúcio and his neighbors had been told the development would improve their lives. Instead, Vishkar imposed controls on the residents in the name of building a more orderly society: enforcing curfews, cracking down on what the company perceived as lawless behavior, and exploiting the populace as a cheap labor force.

Lúcio wouldn't stand for it. He stole Vishkar sonic technology that had been used to suppress the people, and converted it into a tool to rally them to action. In a popular uprising, the residents of Rio de Janeiro drove Vishkar out of their neighborhoods. Lúcio's leadership made him a star overnight and a symbol for positive social change.



"COME ON, LET'S BRING IT TOGETHER!"



LÚCIO'S *SYNAESTHESIA AUDITIVA* WORLD TOUR:

Lúcio, an acclaimed musical artist who built his career doing live shows, has already become something of a national icon in his home country of Brazil. Now he's poised to win an international following with his *Synaesthesia* world tour.

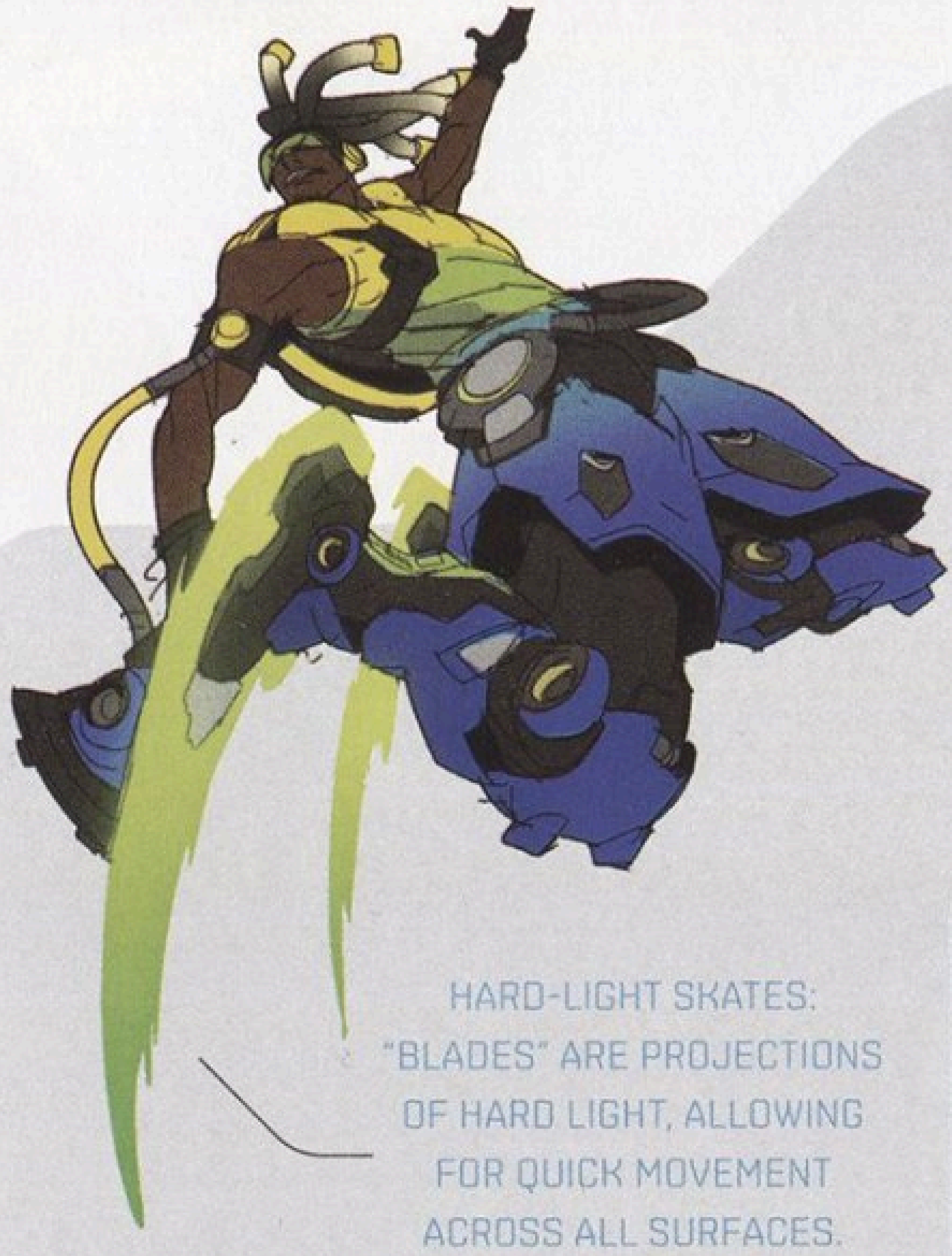
"My heart beats for Brazil," Lúcio told *Atlas News*. "I get inspired by the people here. Their struggles. Their triumphs. I want to share that energy—the energy of their lives—with the rest of the world."

Lúcio is touring to promote his debut album, *Synaesthesia Auditiva*. He has labored over this work for two years, and from what we've heard so far, it shows. Last week, he teased fans across the globe by releasing two scintillating tracks from *Synaesthesia*. These previews have already skyrocketed to the top of the charts, surpassing his breakout single from last year, "Sonhos Ômnicos."

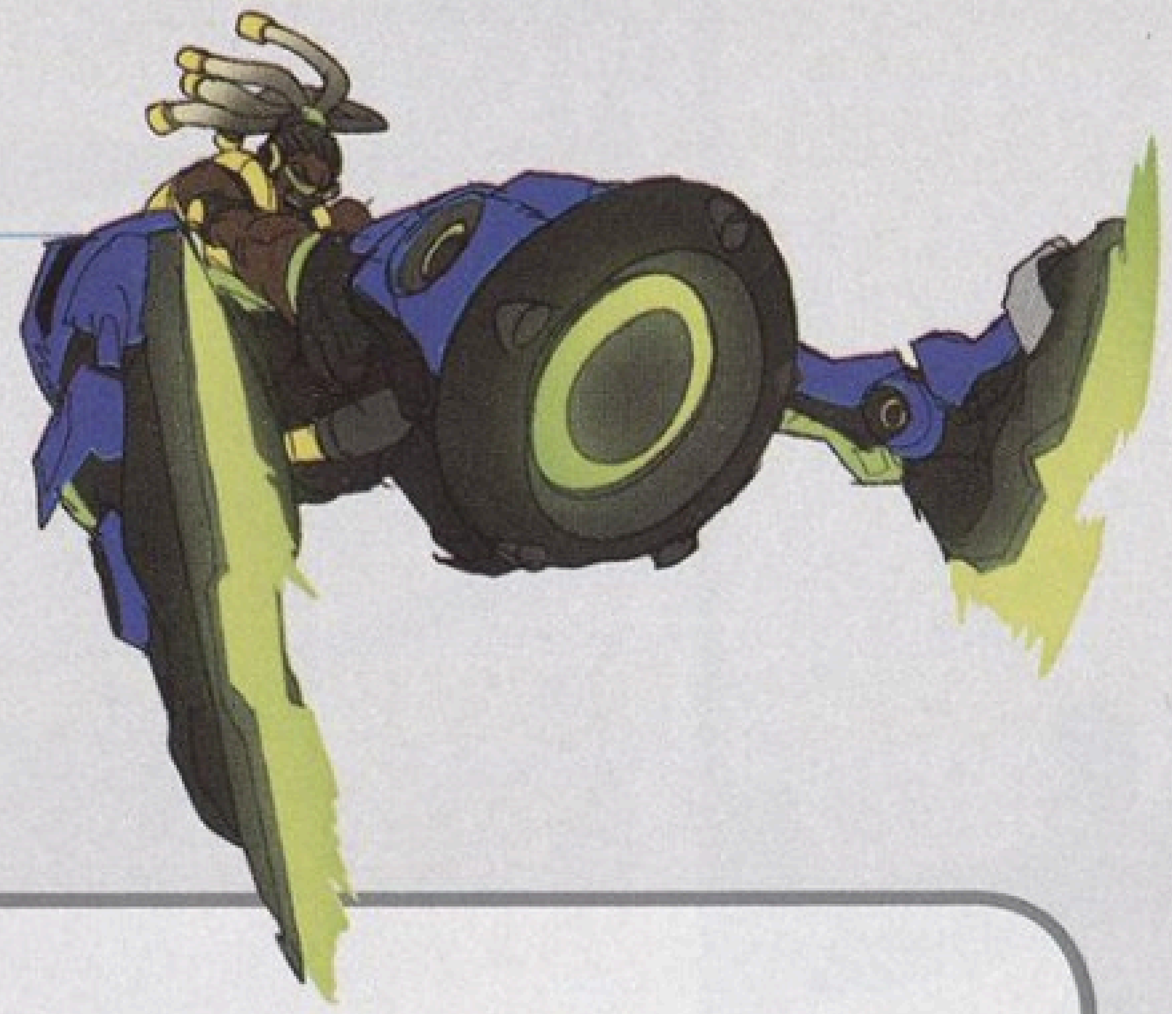
Synaesthesia's positive early reception has delighted Lúcio, but he's even more interested in what people will think of his tour. "I've spent two years working on new technology for the show. It'll bring the music to life. You're going to do more than just listen to it," Lúcio said. "You're going to feel it. See it."

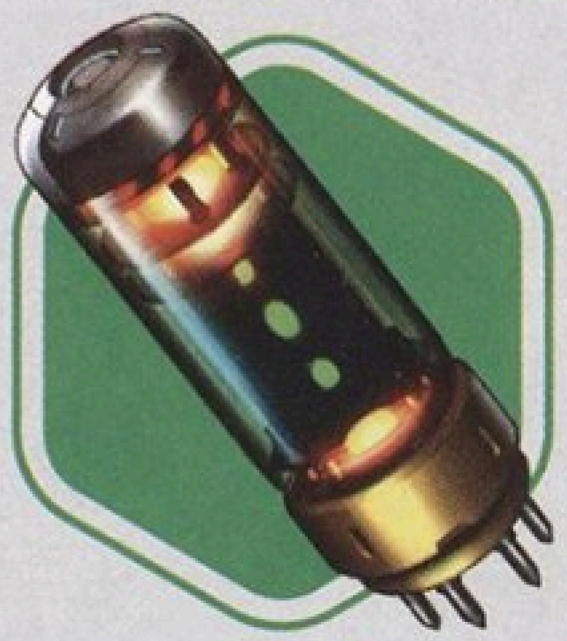
HERO PROFILE:

ABILITIES



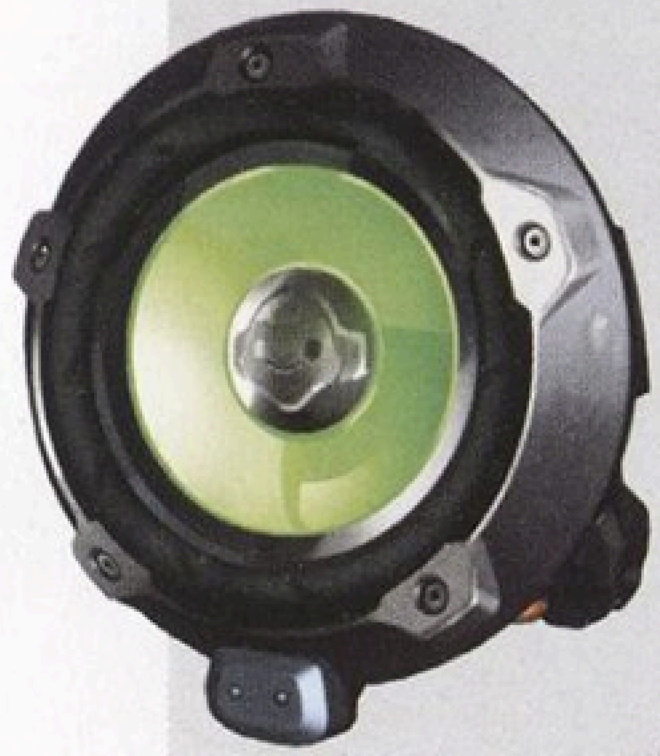
HARD-LIGHT SKATES: "BLADES" ARE PROJECTIONS OF HARD LIGHT, ALLOWING FOR QUICK MOVEMENT ACROSS ALL SURFACES.



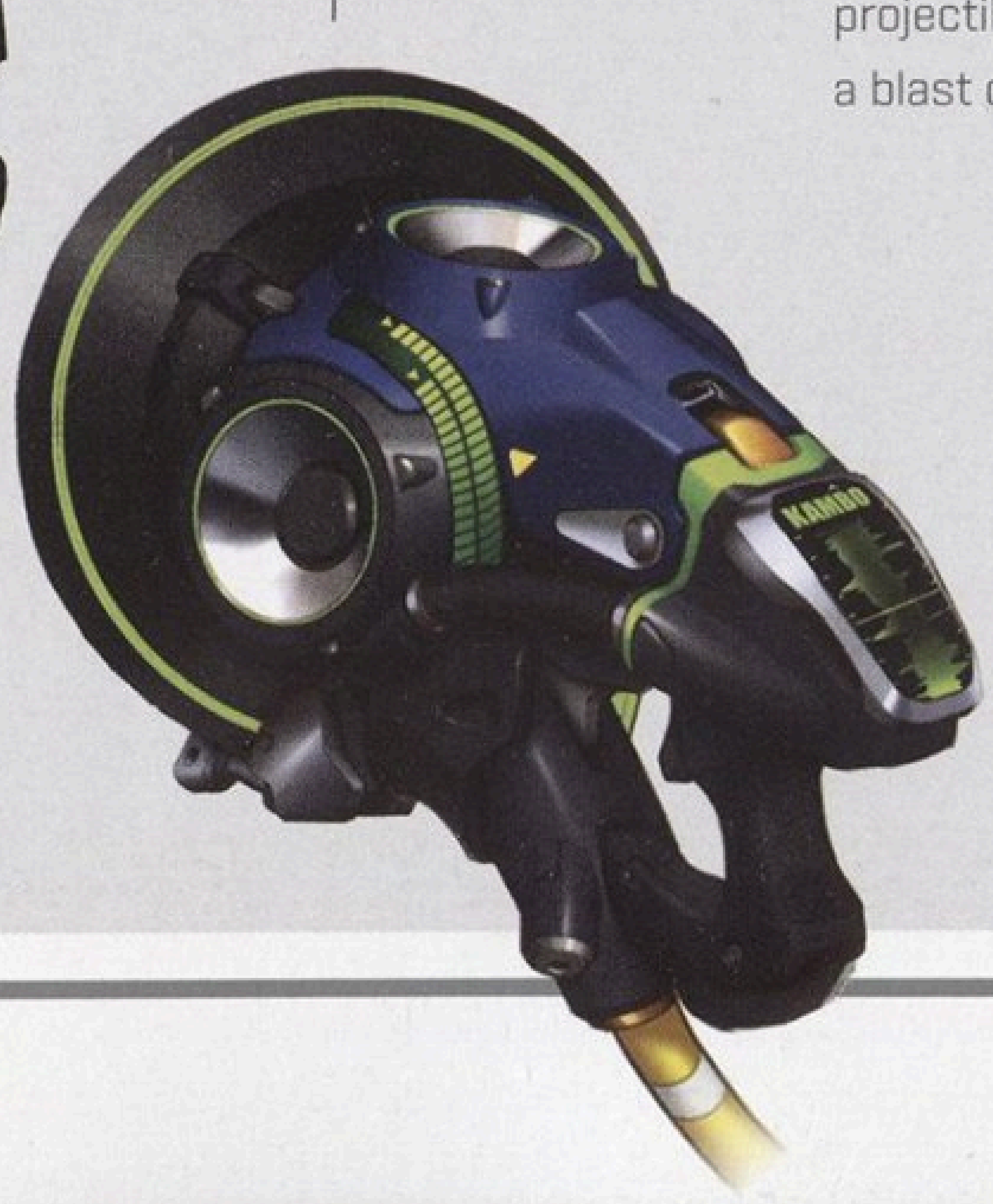


AMMO DETAIL

SONIC AMPLIFIER: CAN LAUNCH FOCUSED SONIC PROJECTILES AND CONCUSSIVE BLASTS.



FRONT VIEW



SOUND BARRIER >>> ULTIMATE ABILITY <<<

» Protective waves radiate out from Lúcio's Sonic Amplifier, briefly providing him and nearby allies with personal shields.

SONIC AMPLIFIER:

» Lúcio can hit his enemies with sonic projectiles or knock them back with a blast of sound.

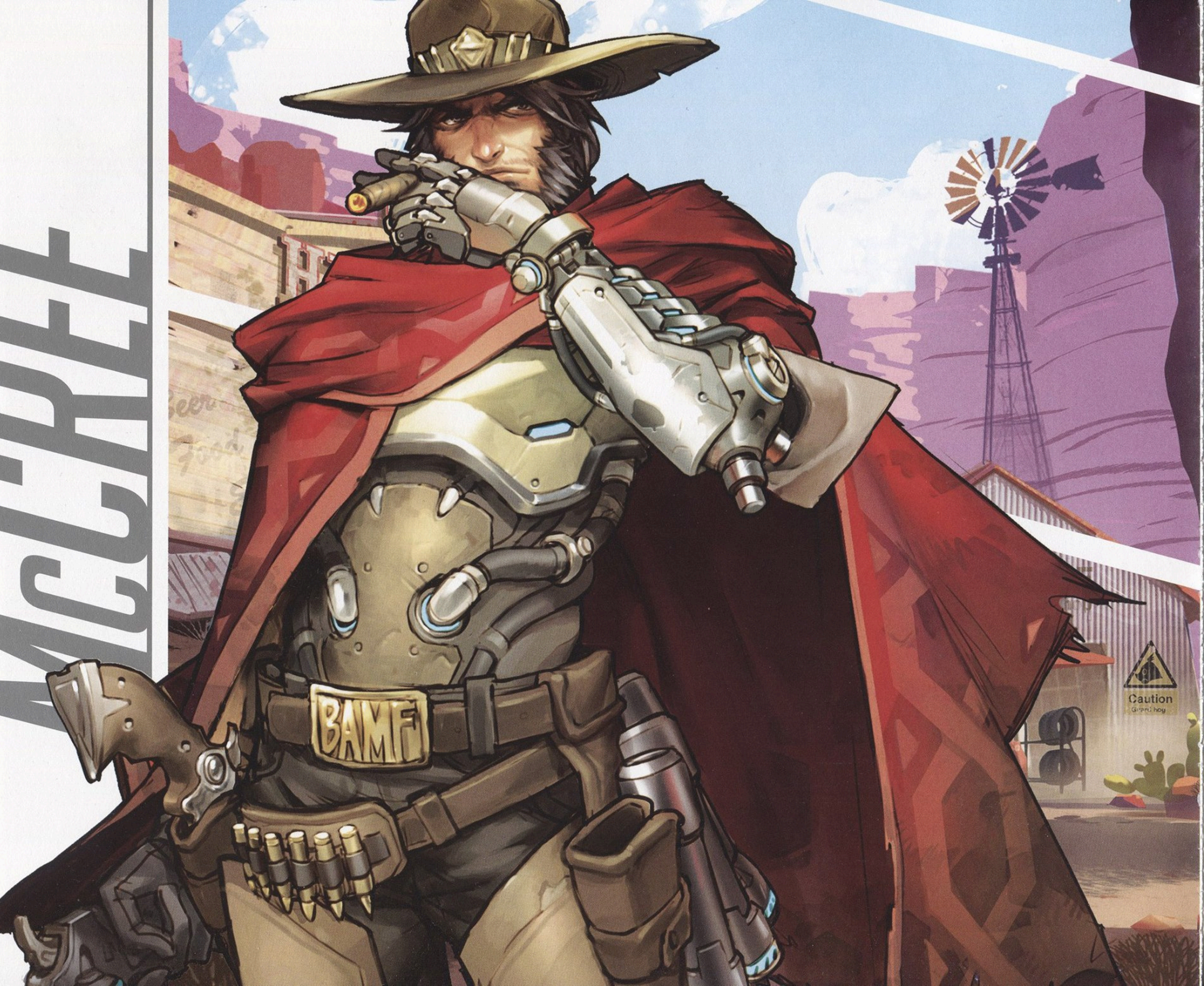
CROSSFADE:

» Lúcio continuously energizes himself—and nearby teammates—with music. He can switch between two songs: one amplifies movement speed, while the other regenerates health.

AMP IT UP:

» Lúcio increases the volume on his speakers, boosting the effects of his songs.

McCREE


BAMF
Caution

HERO PROFILE:

McCREE

ROLE: **OFFENSE**

NAME: **JESSE McCREE**

AGE: **37**

OCCUPATION: **BOUNTY HUNTER**

BASE OF OPERATIONS: **SANTA FE, NEW MEXICO, USA**

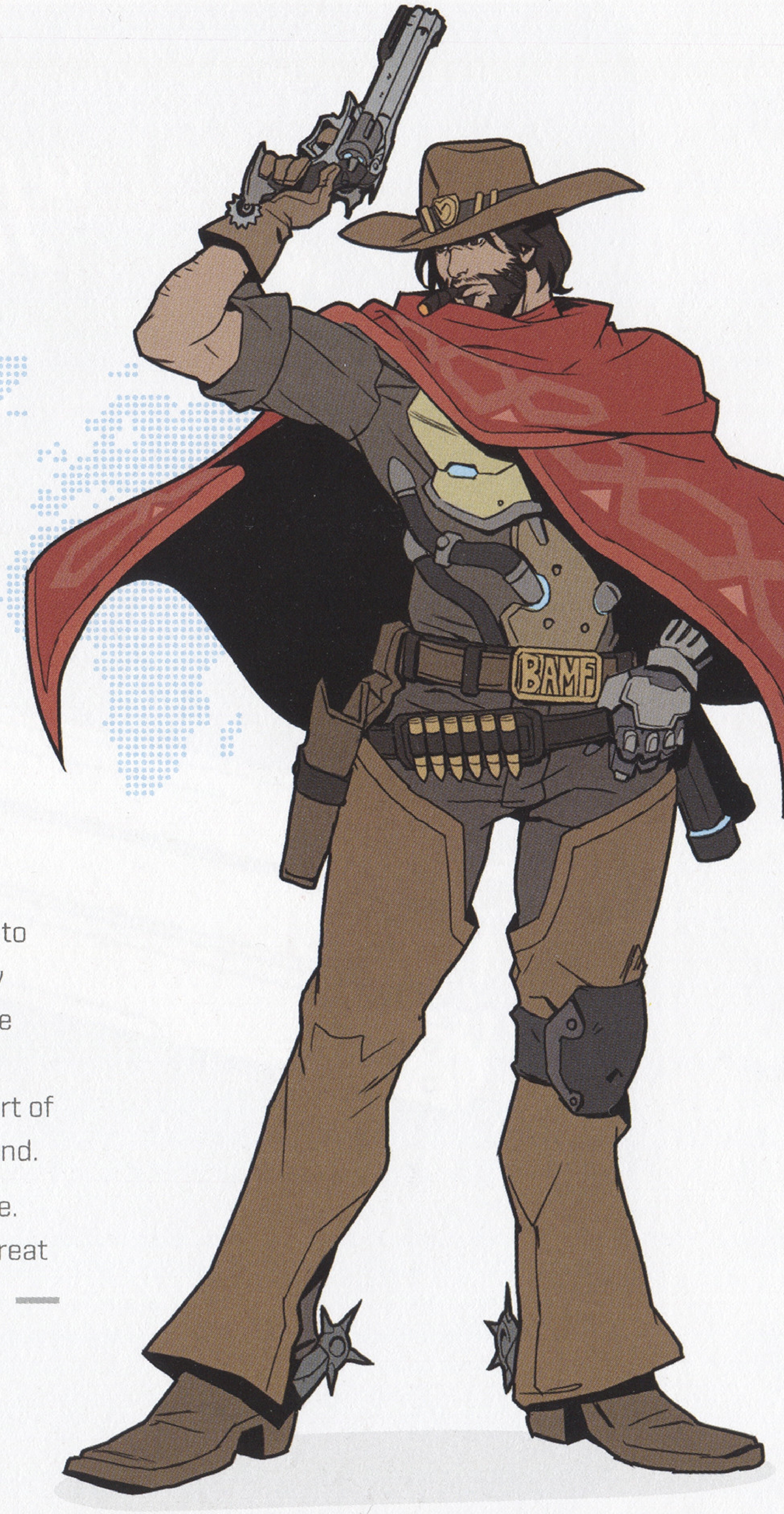
AFFILIATION: **OVERWATCH** *(FORMERLY)*

BIOGRAPHY:

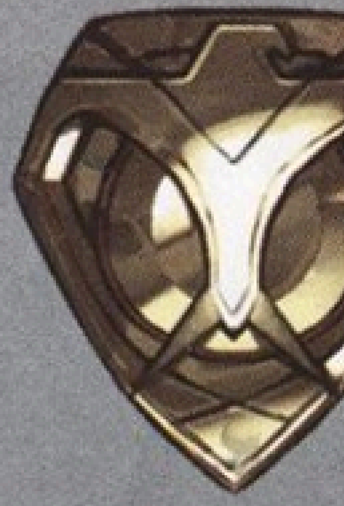
McCree had already made a name for himself as a member of the notorious Deadlock Gang, which trafficked in illicit weapons and military hardware throughout the American Southwest, when he and his associates were busted in an Overwatch sting operation. With his expert marksmanship and resourcefulness, he was given the choice between rotting in a maximum-security lockup or joining Blackwatch, Overwatch's covert ops division. He chose the latter.

Although he was initially cynical, he came to believe that he could make amends for his past sins by righting the injustices of the world. McCree appreciated the flexibility afforded to the clandestine Blackwatch, unhindered by bureaucracy and red tape. But as Overwatch's influence waned, rogue elements within Blackwatch sought to bring down the organization and turn it to their own ends. Wanting no part of the infighting, McCree set off alone and went underground.

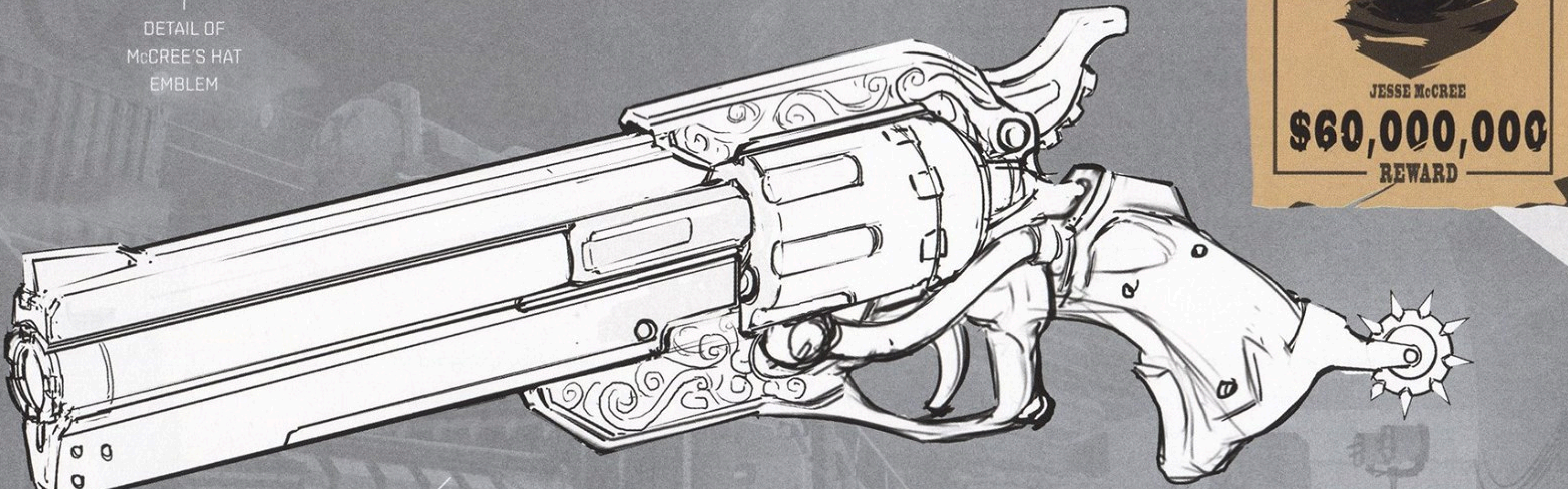
He resurfaced several years later as a gunslinger for hire. But while McCree's talents are sought after by parties great and small, he fights only for causes he believes are just.



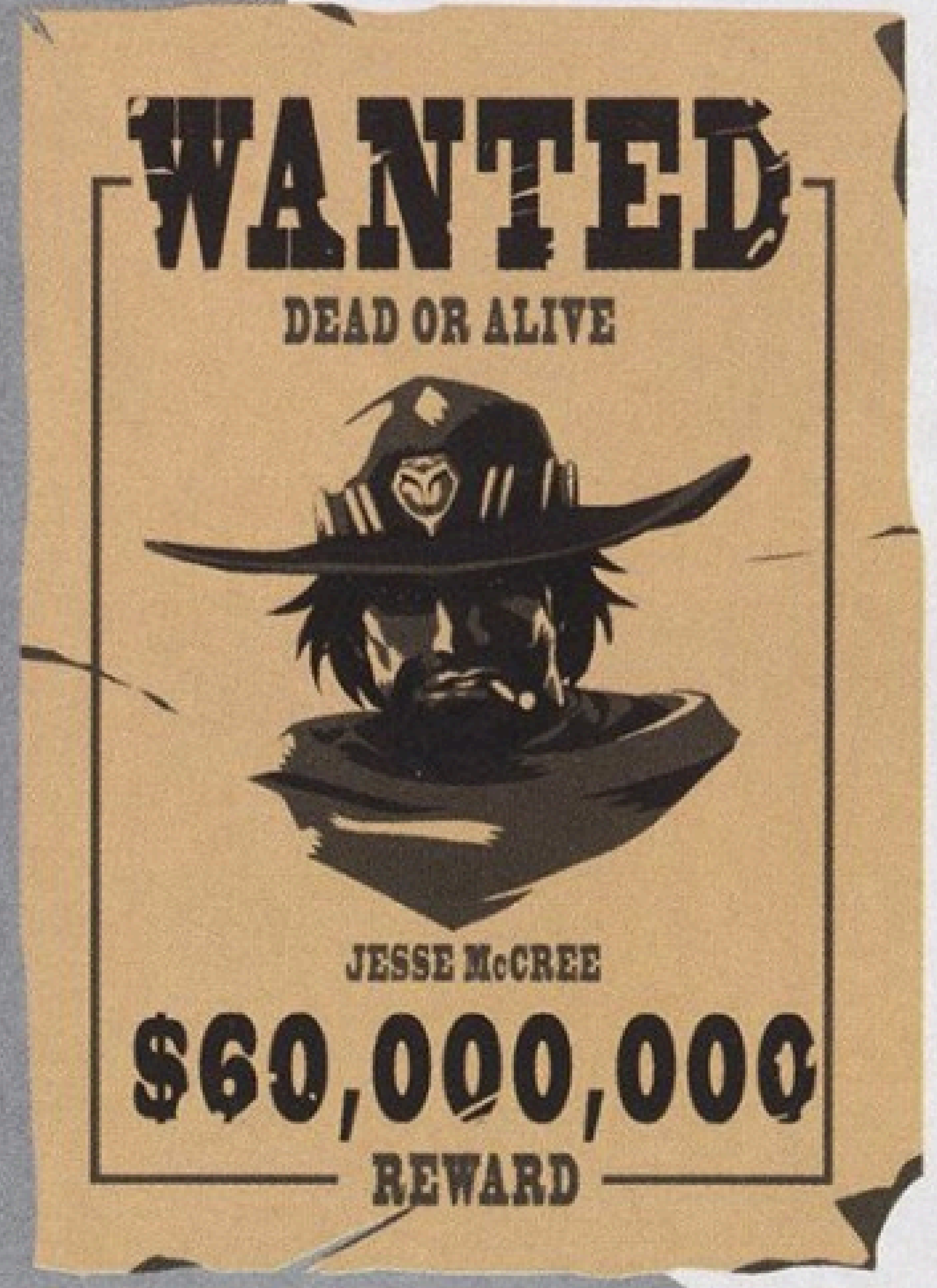
"JUSTICE AIN'T GONNA DISPENSE ITSELF."

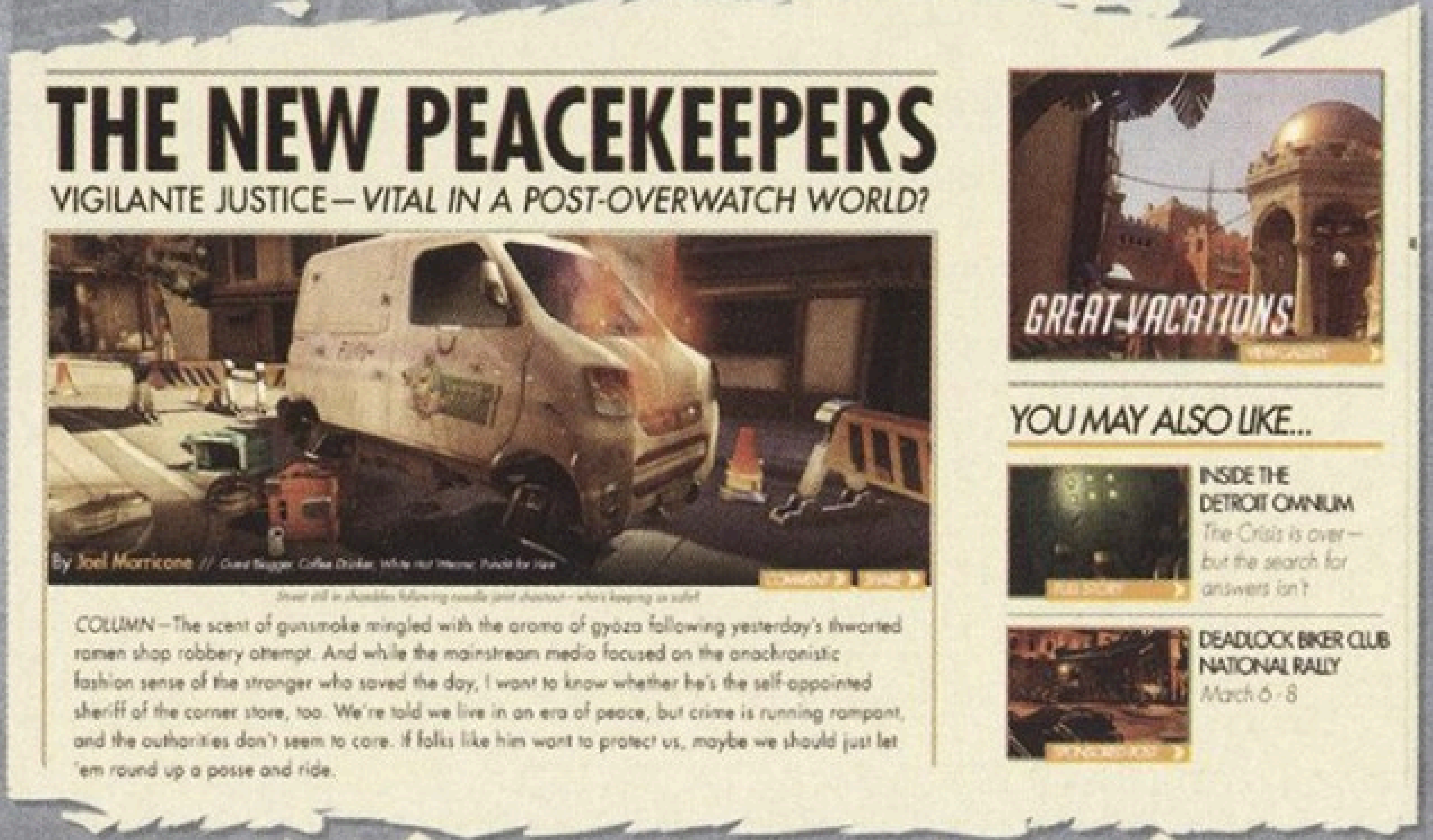


DETAIL OF
McCREE'S HAT
EMBLEM



PEACEKEEPER REVOLVER:
BUILT BY A LEGENDARY GUNSMITH. FIRES CUSTOM HIGH-CALIBER AMMUNITION WITH TECHNOLOGICAL ENHANCEMENTS.





THE NEW PEACEKEEPERS

VIGILANTE JUSTICE—*VITAL IN A POST-OVERWATCH WORLD?*

By Joel Morricone // *Guest Blogger, Coffee Drinker, White Hat Wearer, Pundit for Hire*

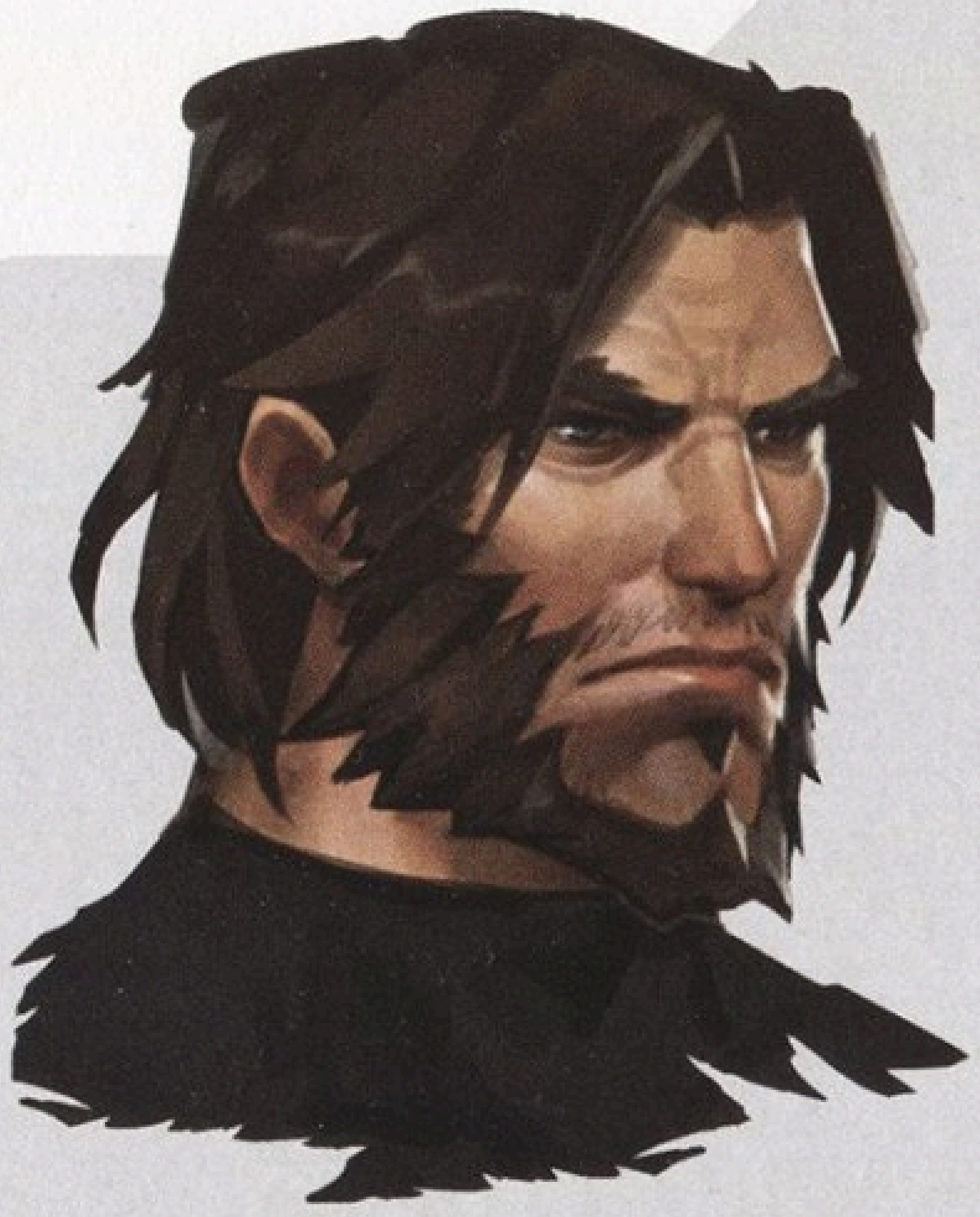
Street still in shambles following noodle joint shootout—who's keeping us safe?

COLUMN—The scent of gunsmoke mingled with the aroma of gyoza following yesterday's thwarted ramen shop robbery attempt. And while the mainstream media focused on the anachronistic fashion sense of the stranger who saved the day, I want to know whether he's the self-appointed sheriff of the corner store, too. We're told we live in an era of peace, but crime is running rampant, and the authorities don't seem to care. If folks like him want to protect us, maybe we should just let 'em round up a posse and ride.

YOU MAY ALSO LIKE...

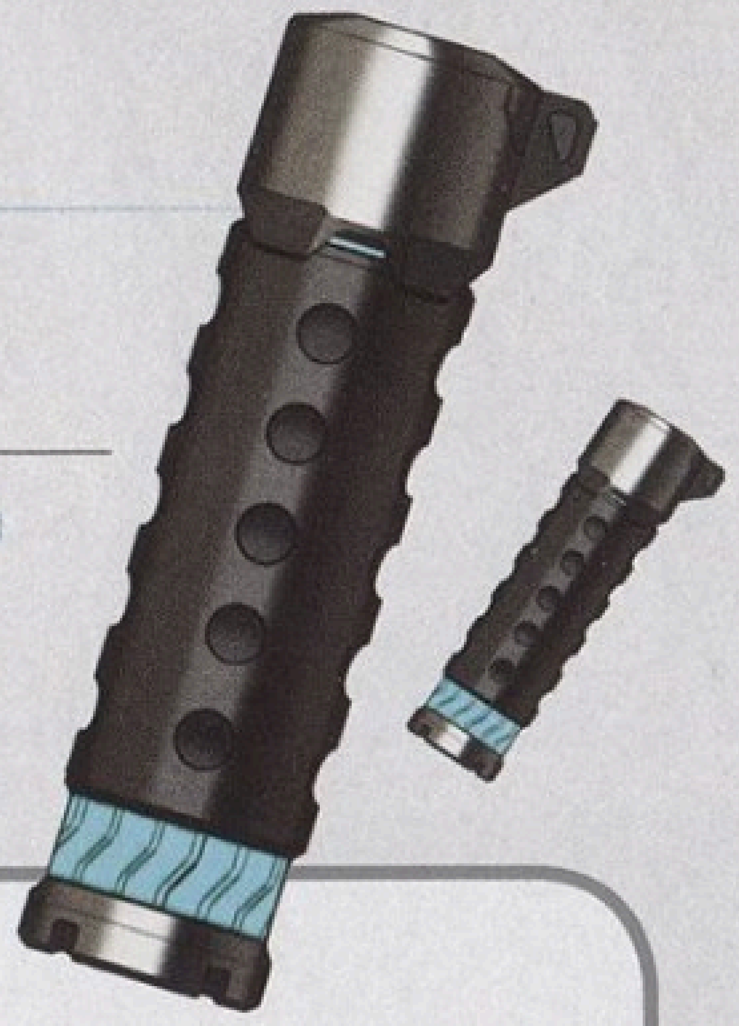
INSIDE THE DETROIT OMNIUM
The Crisis is over—but the search for answers isn't.

DEADLOCK BIKER CLUB NATIONAL RALLY
March 6 - 8



HERO PROFILE:

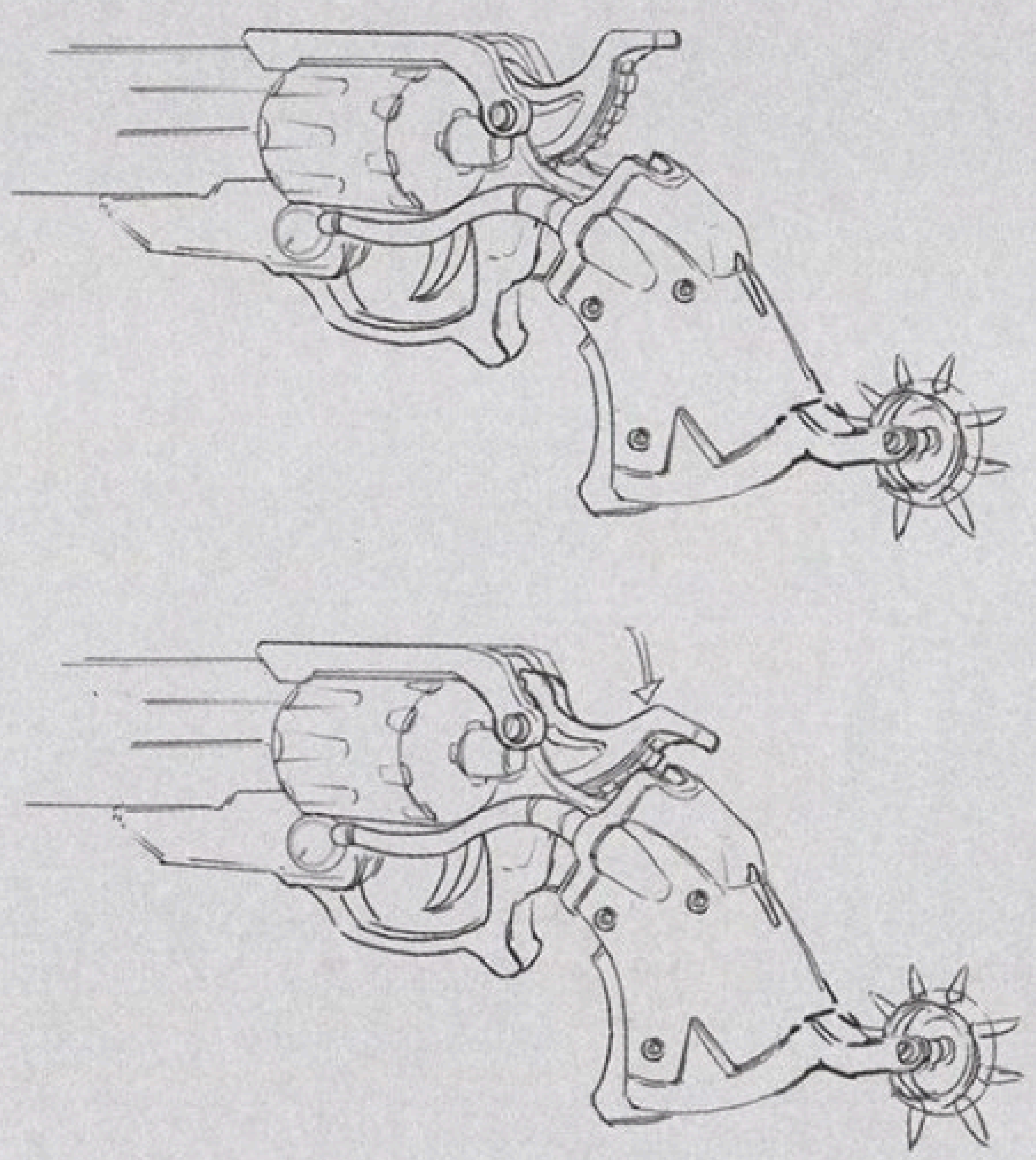
ABILITIES



FLASHBANG:
CUSTOM NON-LETHAL
GRENADE ONCE EMPLOYED
BY OVERWATCH.

DEADEYE >>> ULTIMATE ABILITY <<<

» Focus. Mark. Draw. McCree takes a few precious moments to aim; when he's ready to fire, he shoots every enemy in his line of sight. The weaker his targets are, the faster he'll line up a killshot.



PEACEKEEPER:

» McCree fires off a round from his trusty six-shooter. He can fan the Peacekeeper's hammer to swiftly unload the entire chamber.

COMBAT ROLL:

» McCree dives in the direction he's moving, effortlessly reloading his Peacekeeper in the process.

FLASHBANG:

» McCree heaves a blinding grenade that explodes shortly after it leaves his hand. The blast staggers enemies in a small radius.

MEI

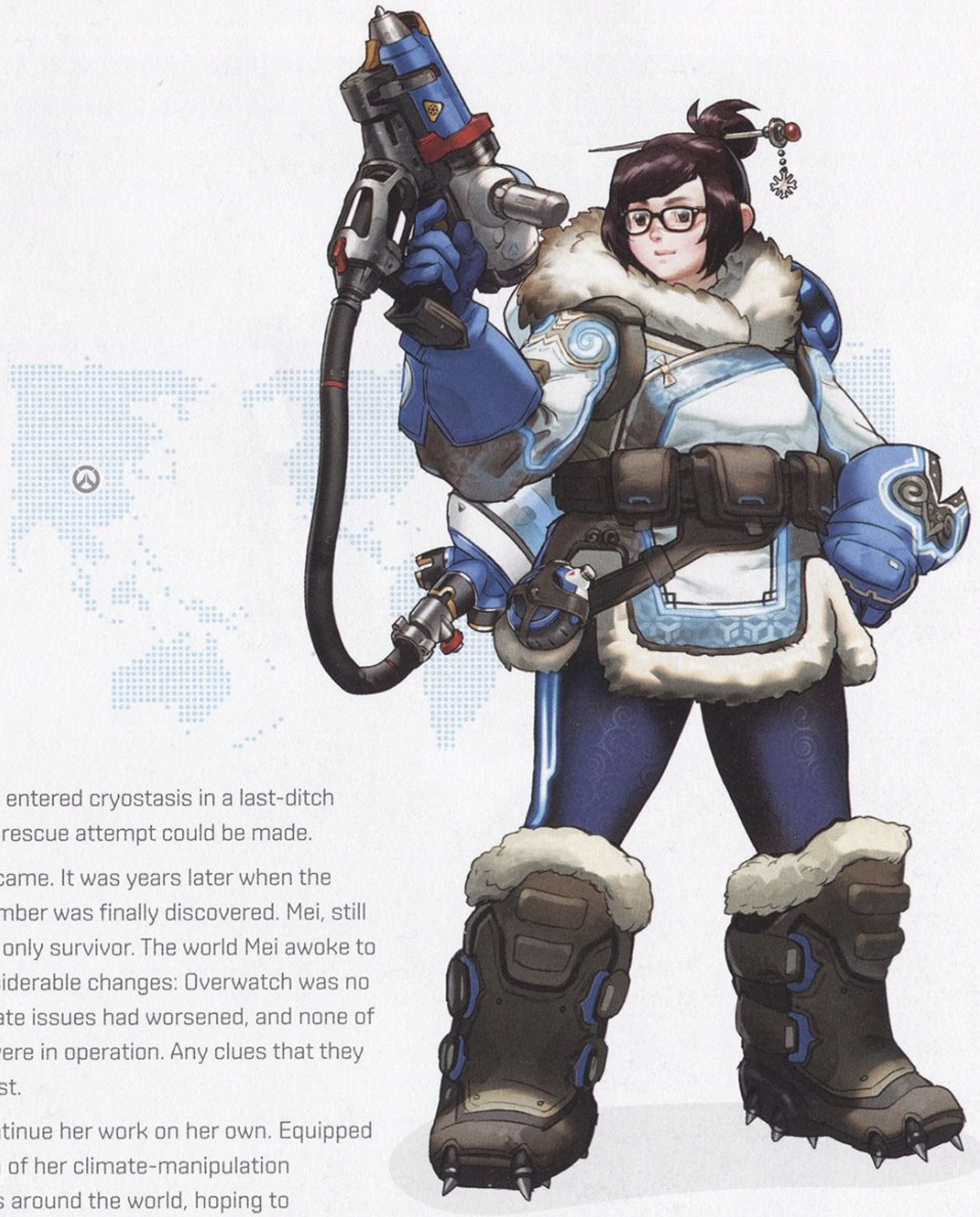
"OUR WORLD IS WORTH FIGHTING FOR."

HERO PROFILE:

MEI

ROLE:
DEFENSE

NAME: **MEI-LING ZHOU**
AGE: **31**
OCCUPATION: **CLIMATOLOGIST, ADVENTURER**
BASE OF OPERATIONS: **XI'AN, CHINA** *(FORMERLY)*
AFFILIATION: **OVERWATCH** *(FORMERLY)*



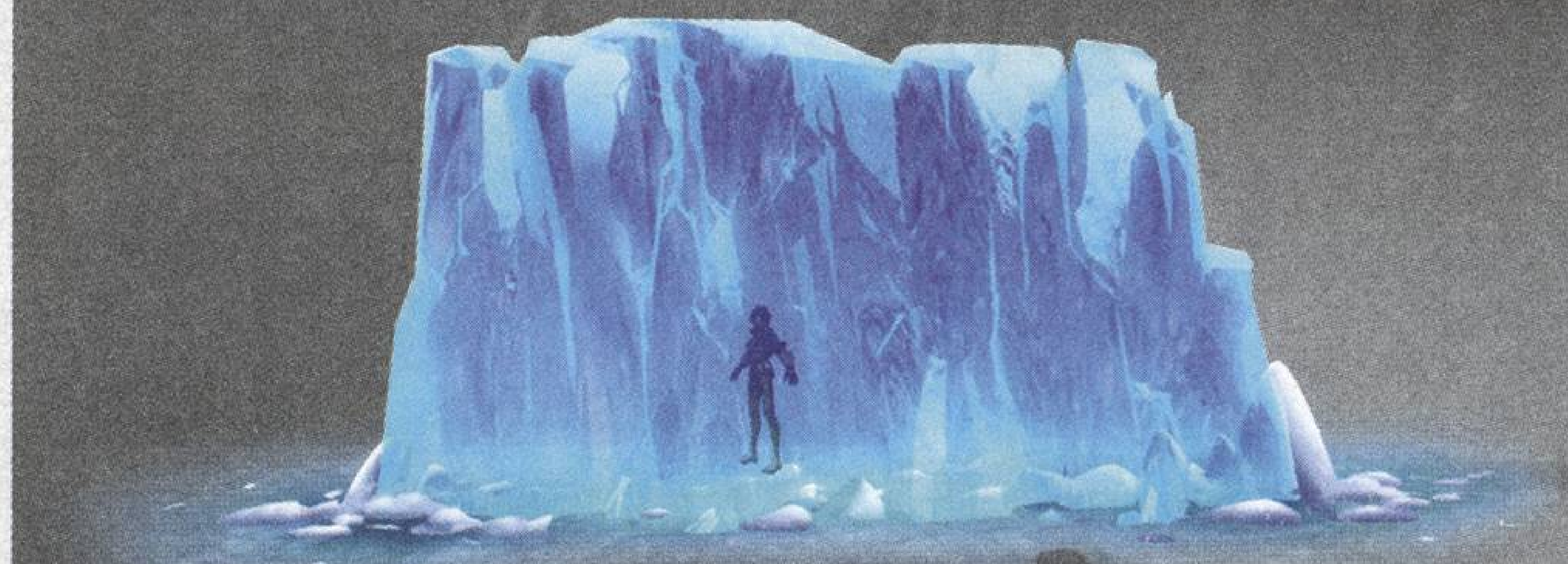
BIOGRAPHY:

Though many blamed the planet's escalating, unexplained climate phenomena on the advent of new technologies, the rapidly growing omnic population, and drastically increased consumption of resources, the true cause remained unknown. To find a solution, Overwatch established a series of eco-Watchpoints at remote, critical locations worldwide.

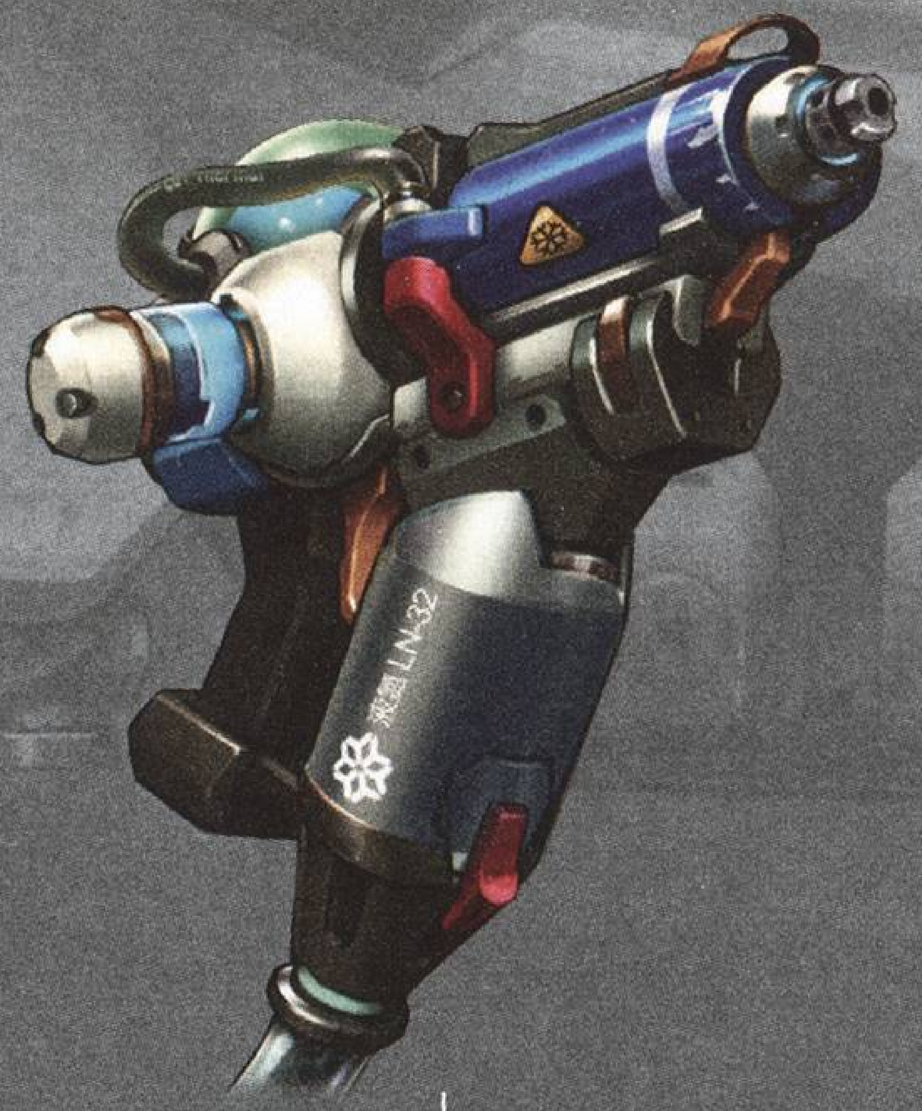
Mei-Ling Zhou was a member of this multiyear initiative. A peerless climatologist, she had introduced cutting-edge innovations in the field of climate manipulation that protected at-risk areas in Asia and beyond. She was assigned to the program's monitoring station at Watchpoint: Antarctica when disaster struck: a sudden, catastrophic polar storm battered the installation and cut it off from the outside world, leaving the facility damaged and the scientists stranded. As their supplies dwindled, they entered cryostasis in a last-ditch effort to survive until a rescue attempt could be made.

But that rescue never came. It was years later when the team's cryogenics chamber was finally discovered. Mei, still in hibernation, was the only survivor. The world Mei awoke to had gone through considerable changes: Overwatch was no more, the serious climate issues had worsened, and none of the eco-Watchpoints were in operation. Any clues that they had uncovered were lost.

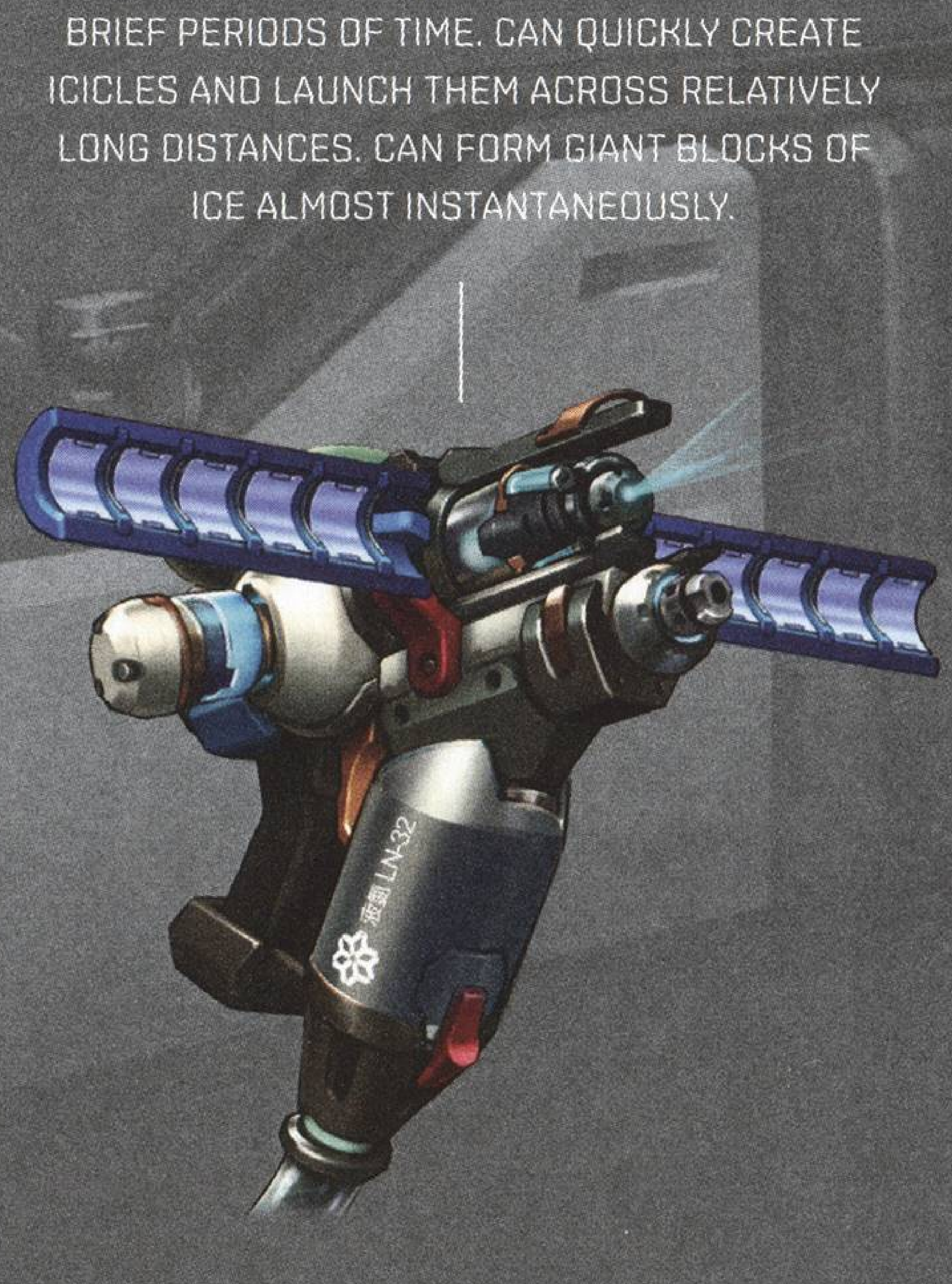
Mei has decided to continue her work on her own. Equipped with a portable version of her climate-manipulation technology, she travels around the world, hoping to re-establish the eco-network and track down the causes of the threats to the planet's ecosystem.

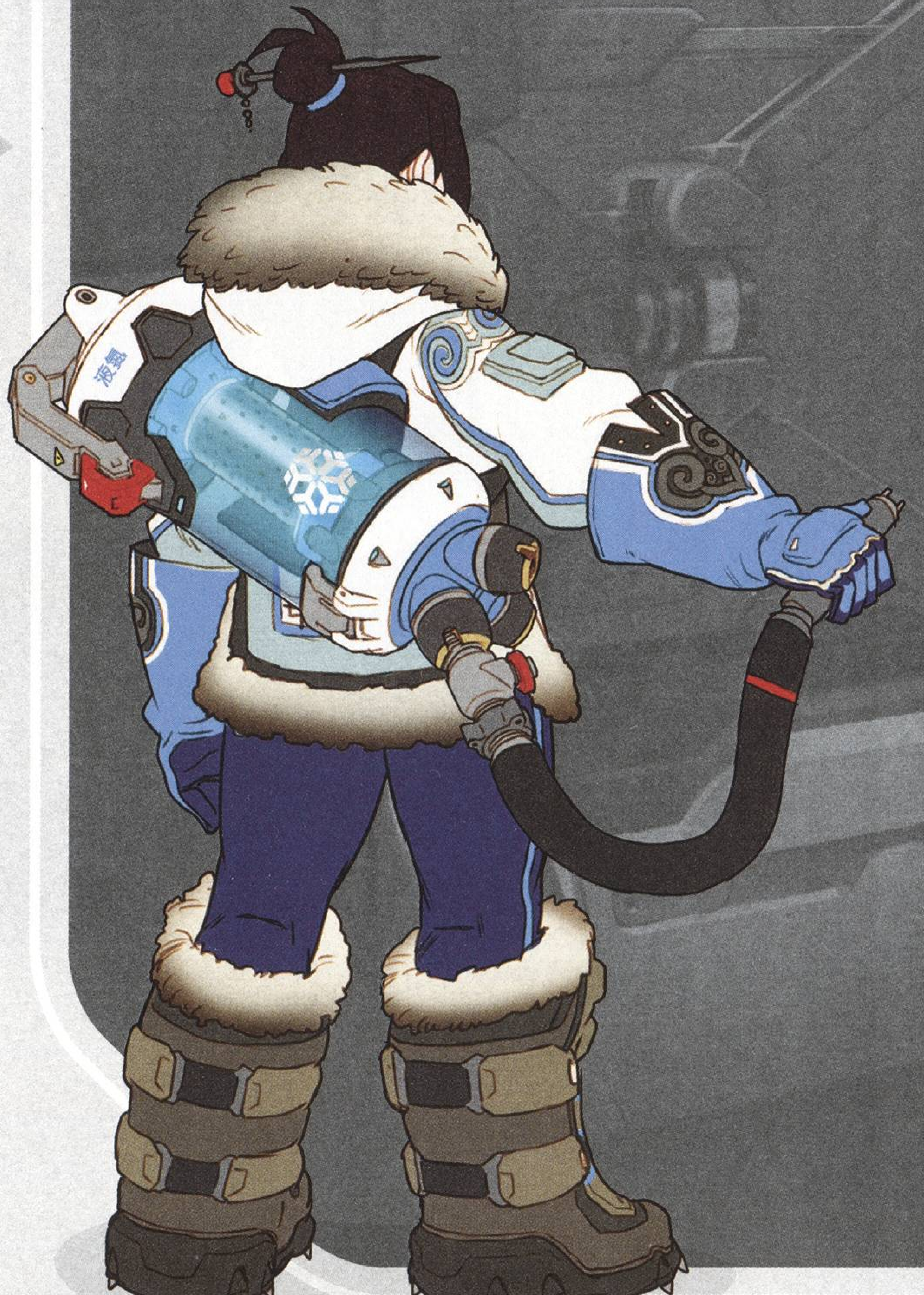


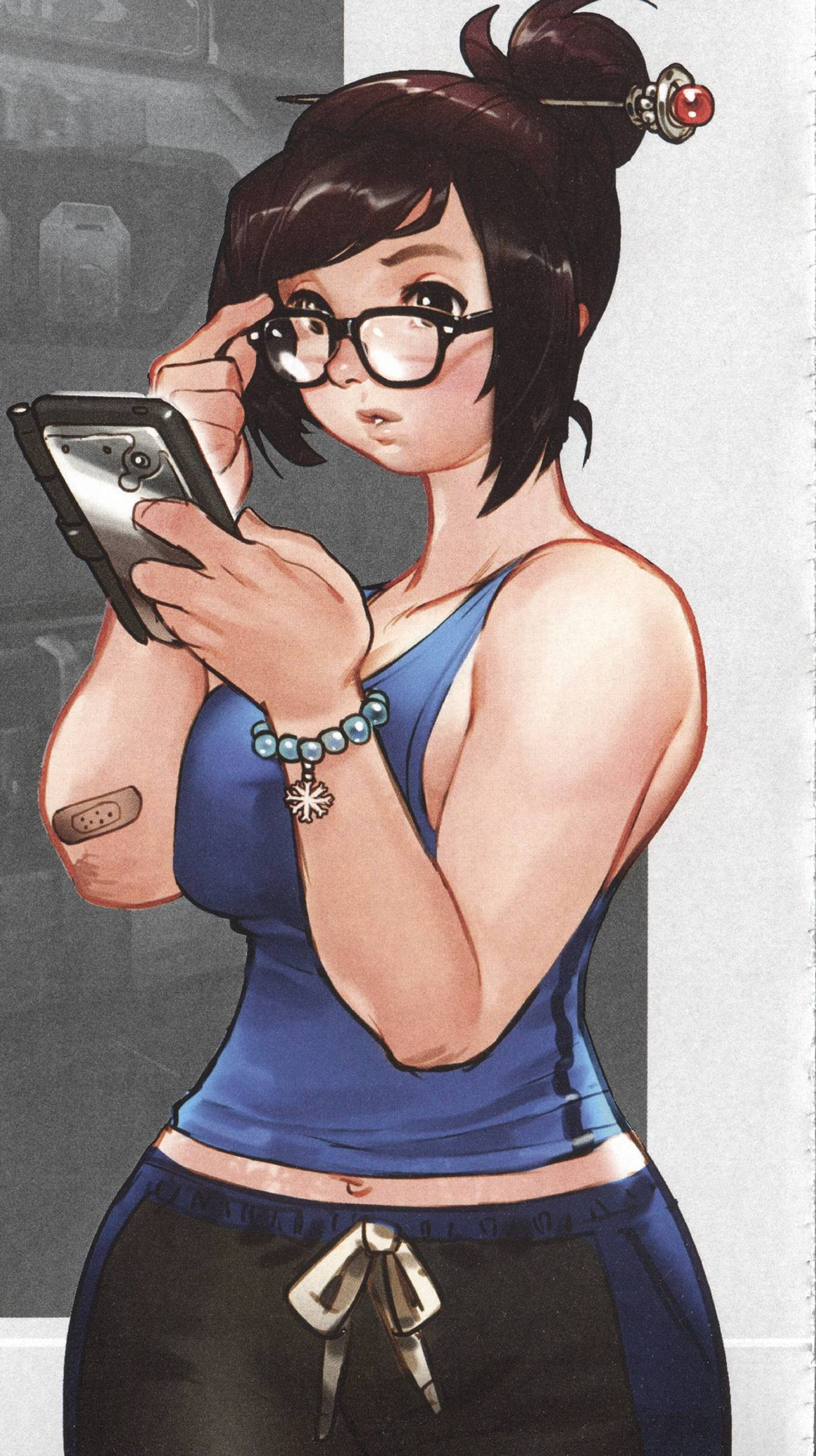
ICE WALL



ENDOTHERMIC BLASTER:
CAPABLE OF FREEZING OBJECTS IN PLACE FOR BRIEF PERIODS OF TIME. CAN QUICKLY CREATE ICICLES AND LAUNCH THEM ACROSS RELATIVELY LONG DISTANCES. CAN FORM GIANT BLOCKS OF ICE ALMOST INSTANTANEOUSLY.







HERO PROFILE:

ABILITIES

BLIZZARD >>> ULTIMATE ABILITY <<<

» Mei deploys a weather-modification drone that emits gusts of wind and snow in a wide area. Enemies caught in the blizzard are slowed and take damage; those who linger too long are frozen solid.

ENDOTHERMIC BLASTER:

» Mei's blaster unleashes a concentrated, short-range stream of frost that damages, slows, and ultimately freezes enemies in place. Mei can also use her blaster to shoot icicle-like projectiles at medium range.

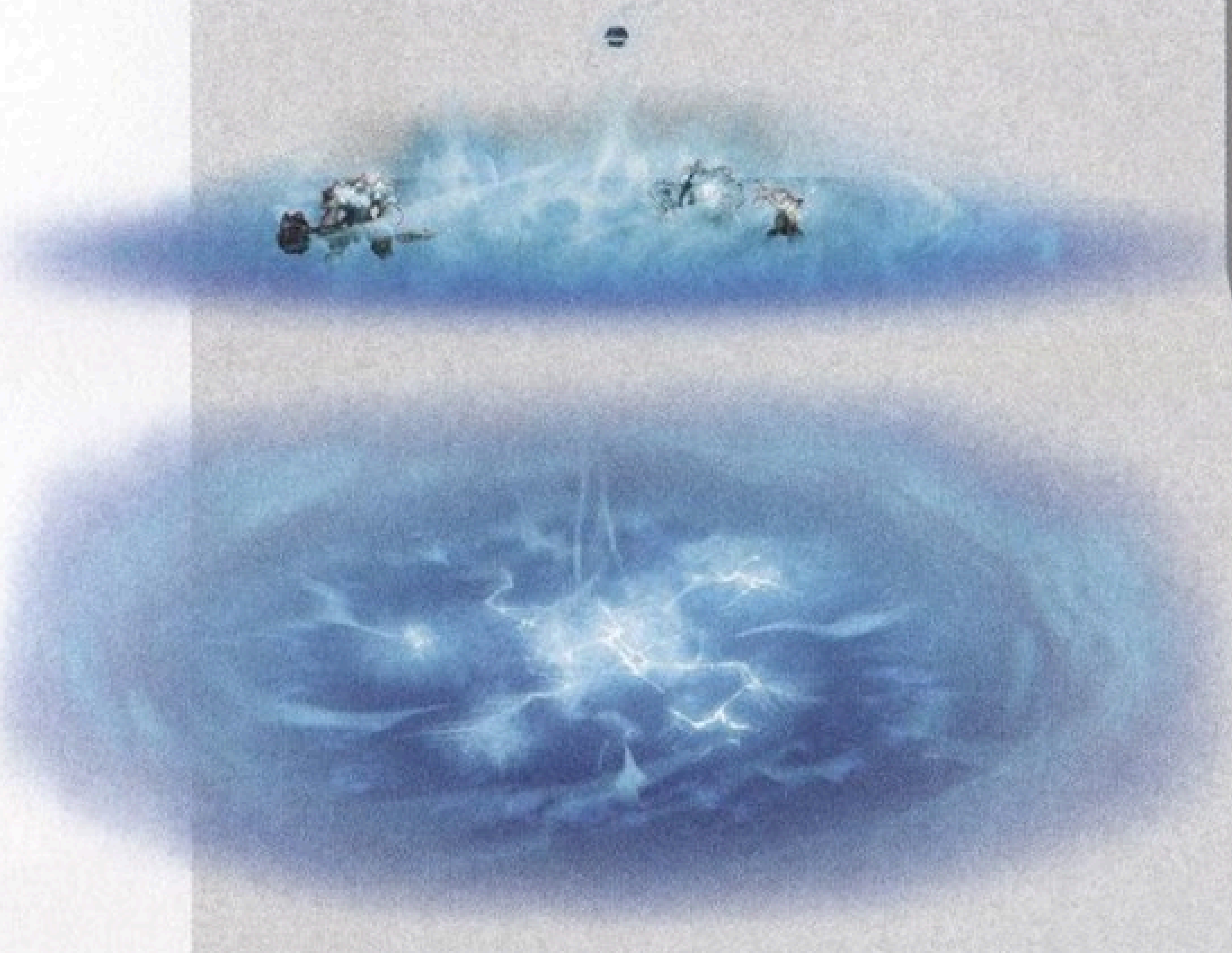
CRYO-FREEZE:

» Mei instantly surrounds herself with a block of thick ice. She heals and ignores damage while encased, but cannot move or use abilities.

ICE WALL:

» Mei generates an enormous ice wall that obstructs lines of sight, stops movement, and blocks attacks.

WEATHER-MODIFICATION DRONE: CAN CREATE A SYSTEM OF RAPID ENDOTHERMIC EXCHANGE, SPAWNING A BLIZZARD EVEN IN WARM, HUMID ENVIRONMENTS.



ULTIMATE ABILITY: BLIZZARD

CRYO-FREEZE

MERCY
"HEROES NEVER DIE."

HERO PROFILE:

MERCY

ROLE:	SUPPORT
NAME:	ANGELA ZIEGLER
AGE:	37
OCCUPATION:	FIELD MEDIC, FIRST RESPONDER
BASE OF OPERATIONS:	ZÜRICH, SWITZERLAND
AFFILIATION:	OVERWATCH *(FORMERLY)*

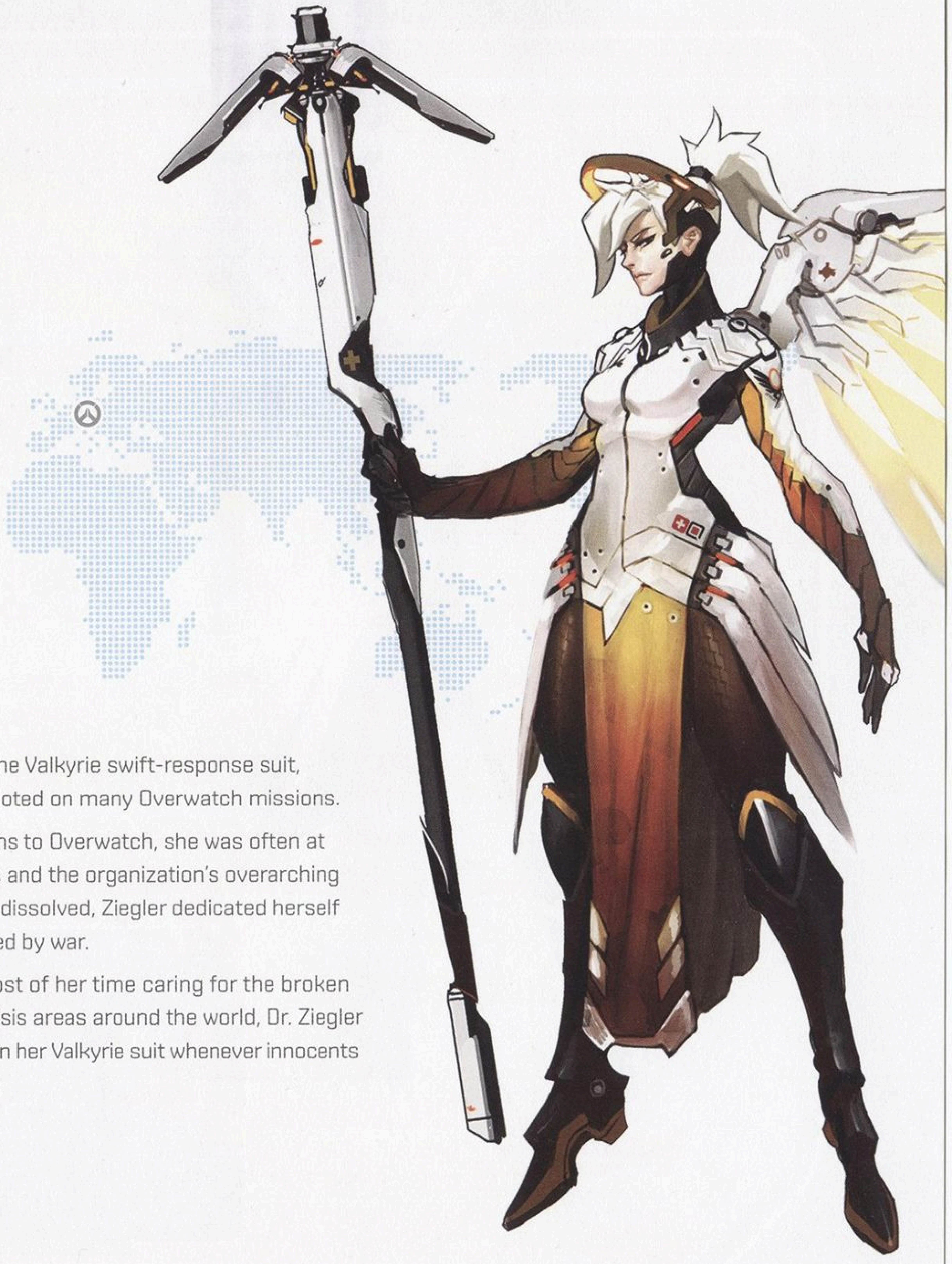
BIOGRAPHY:

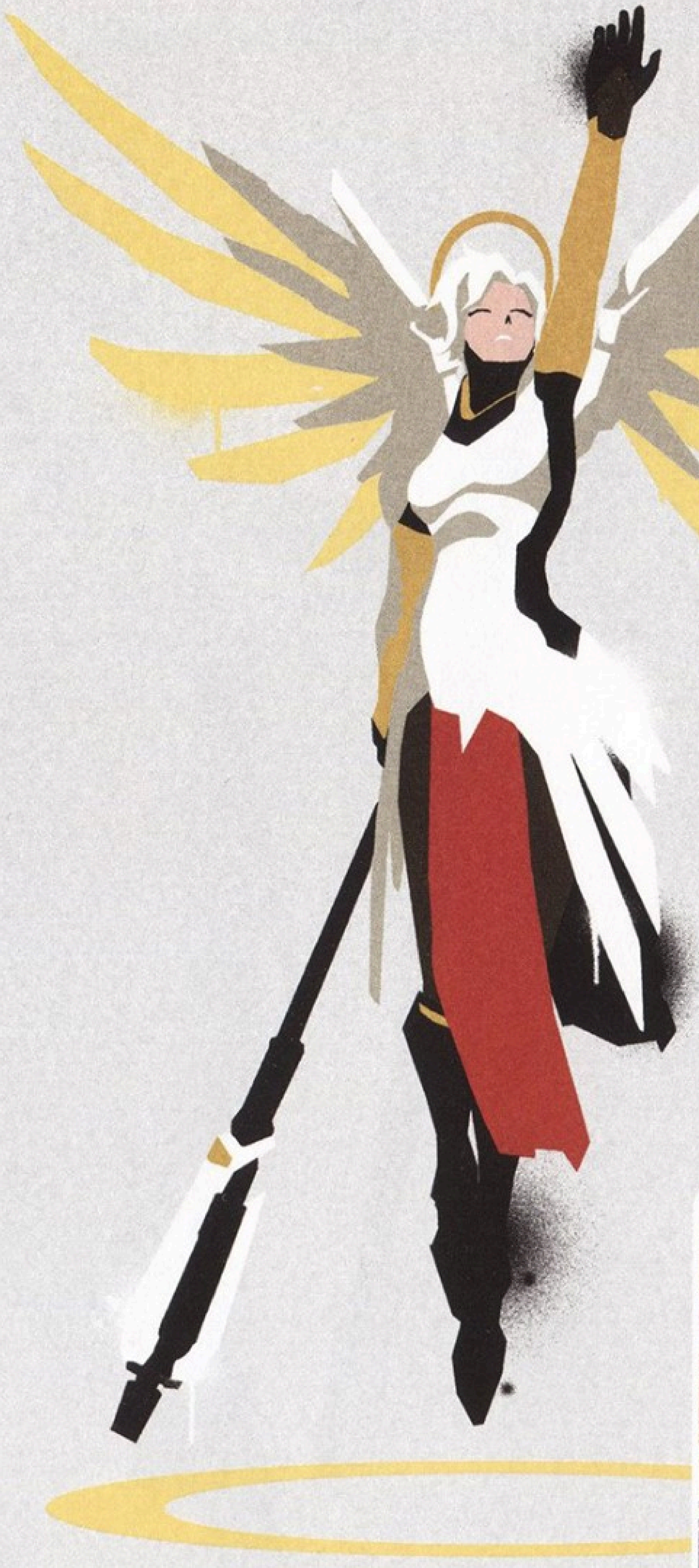
Angela Ziegler rose to become the head of surgery at a prominent Swiss hospital before pioneering a breakthrough in the field of applied nanobiology that radically improved the treatment of life-threatening illnesses and injuries. It was this expertise that attracted the attention of Overwatch.

Because her parents had been taken by war, Ziegler was opposed to the organization's militaristic approach to keeping global peace. Ultimately, she recognized that Overwatch offered her the opportunity to save lives on a much larger scale. As Overwatch's head of medical research, Angela sought to leverage her work for healing in frontline crises. The result was the Valkyrie swift-response suit, which Ziegler herself piloted on many Overwatch missions.

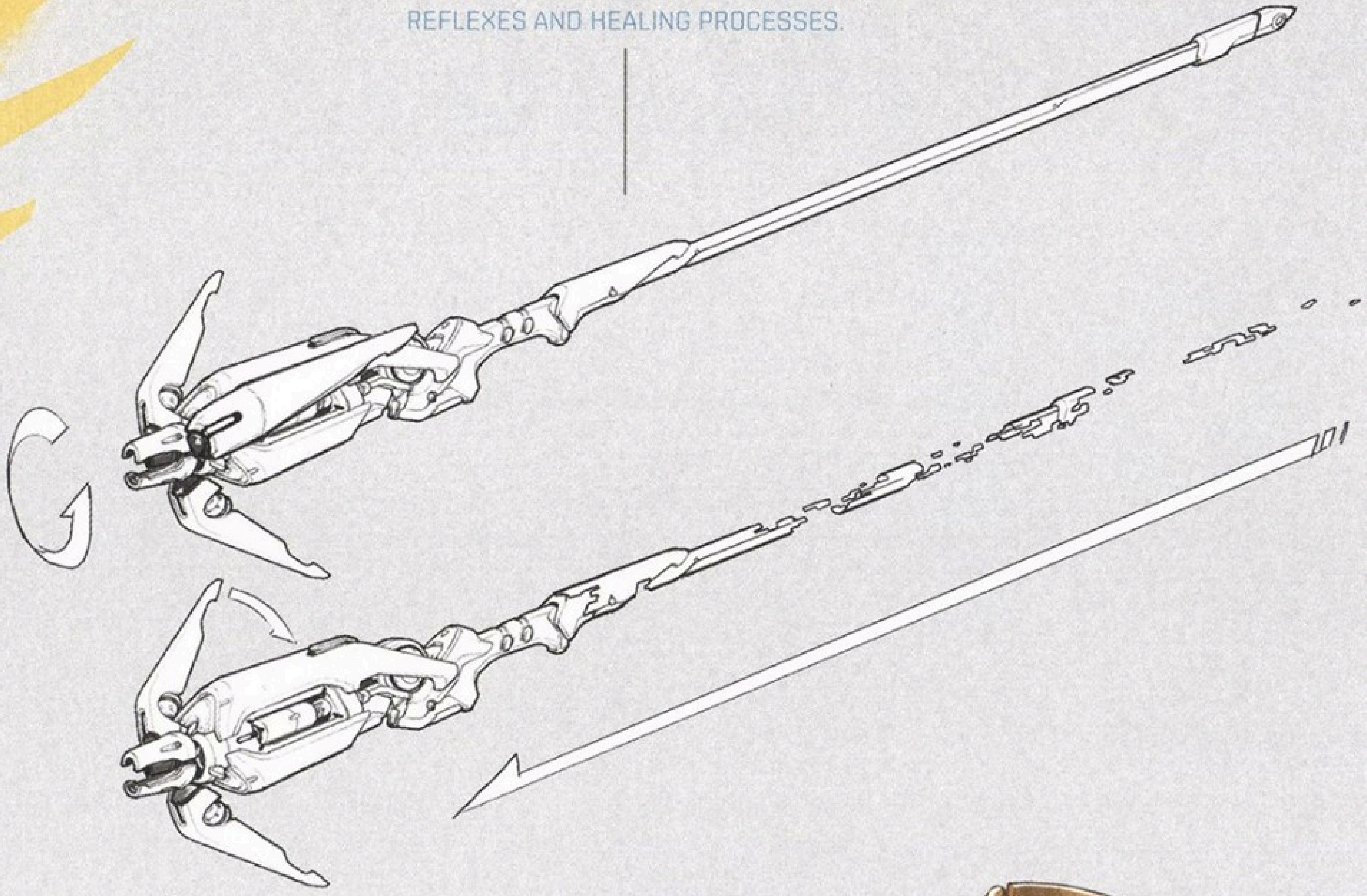
Despite her contributions to Overwatch, she was often at odds with her superiors and the organization's overarching aims. When Overwatch dissolved, Ziegler dedicated herself to helping those affected by war.

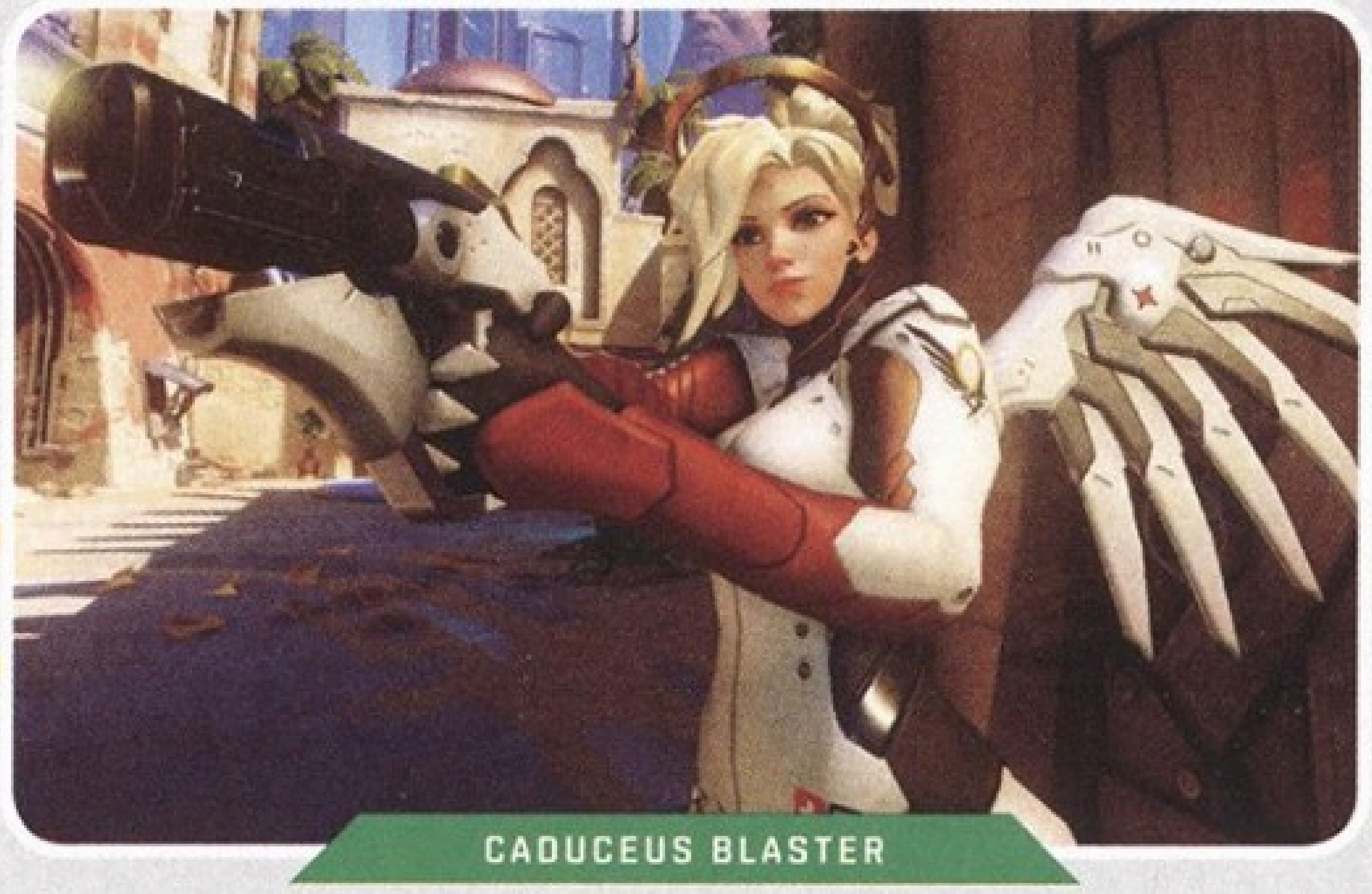
Though she spends most of her time caring for the broken and dispossessed in crisis areas around the world, Dr. Ziegler can be counted on to don her Valkyrie suit whenever innocents are imperiled.



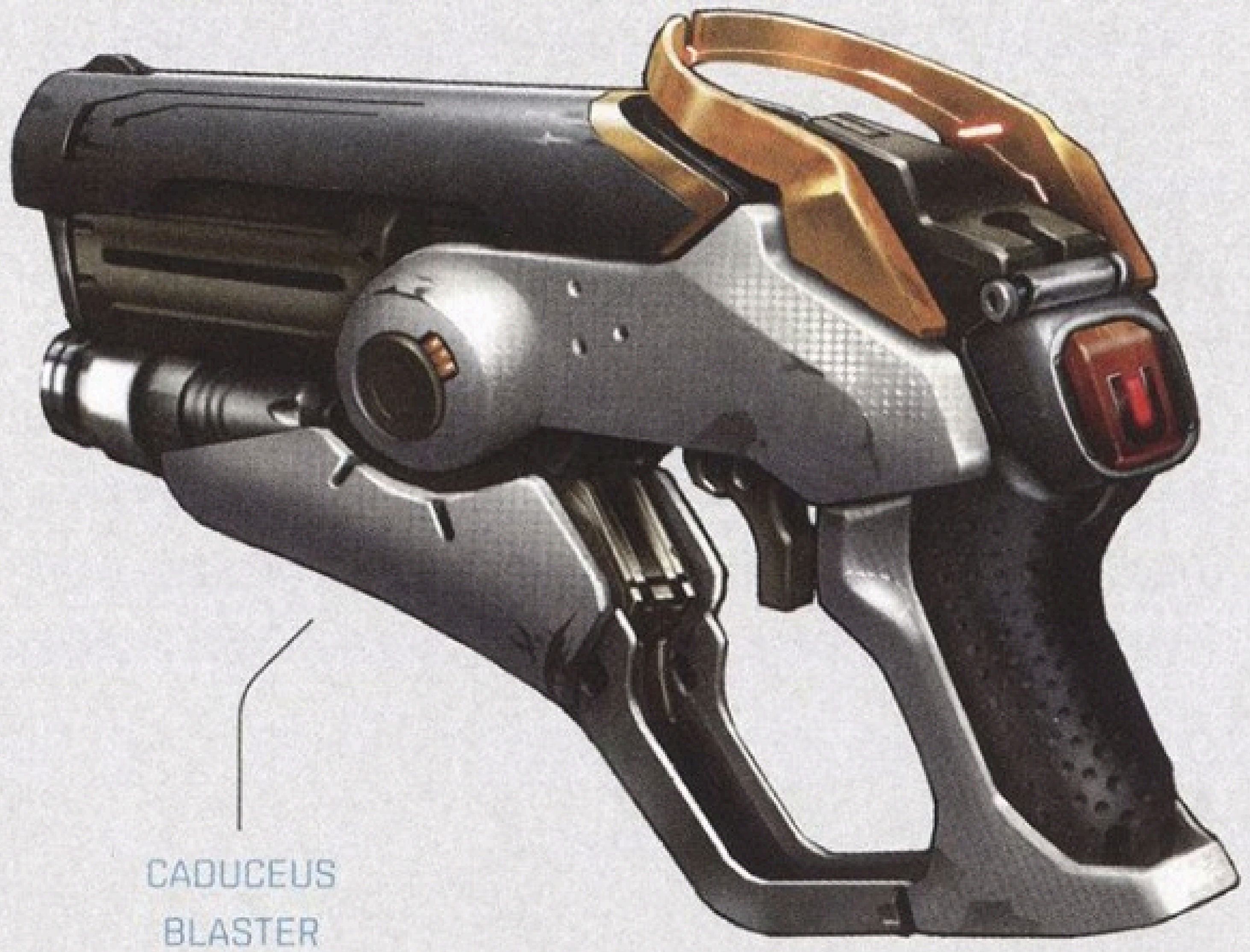


CADUCEUS STAFF:
BIOTIC STREAM GREATLY ENHANCES NATURAL
REFLEXES AND HEALING PROCESSES.

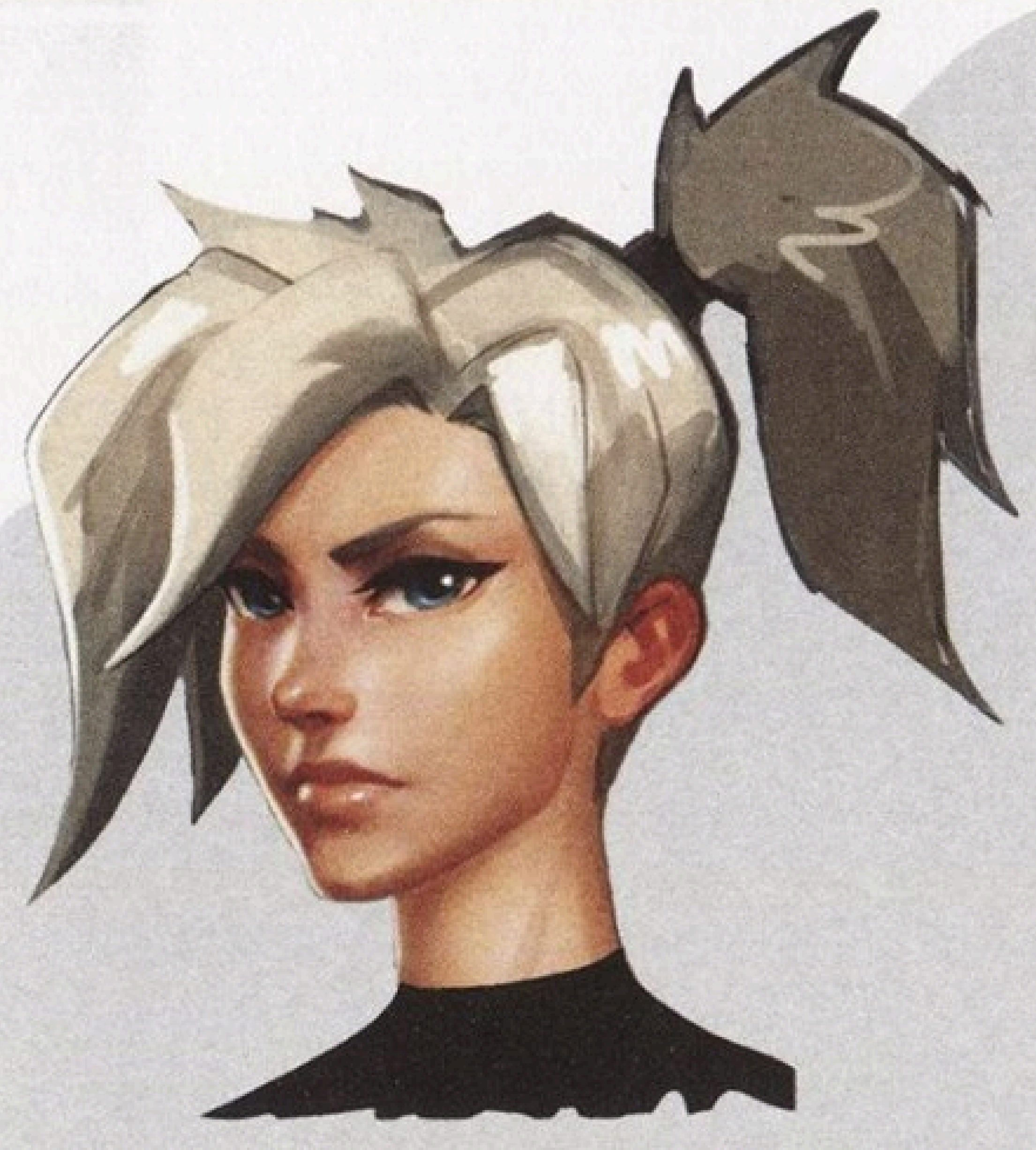




CADUCEUS BLASTER



CADUCEUS
BLASTER



HERO PROFILE:

ABILITIES

RESURRECT >>> ULTIMATE ABILITY <<<

» Mercy radiates restorative power, bringing nearby dead allies back into the fight with full health.

CADUCEUS STAFF:

» Mercy engages one of two beams that connect to an ally. By maintaining the beams, she can either restore that ally's health or increase the amount of damage they deal.

CADUCEUS BLASTER:

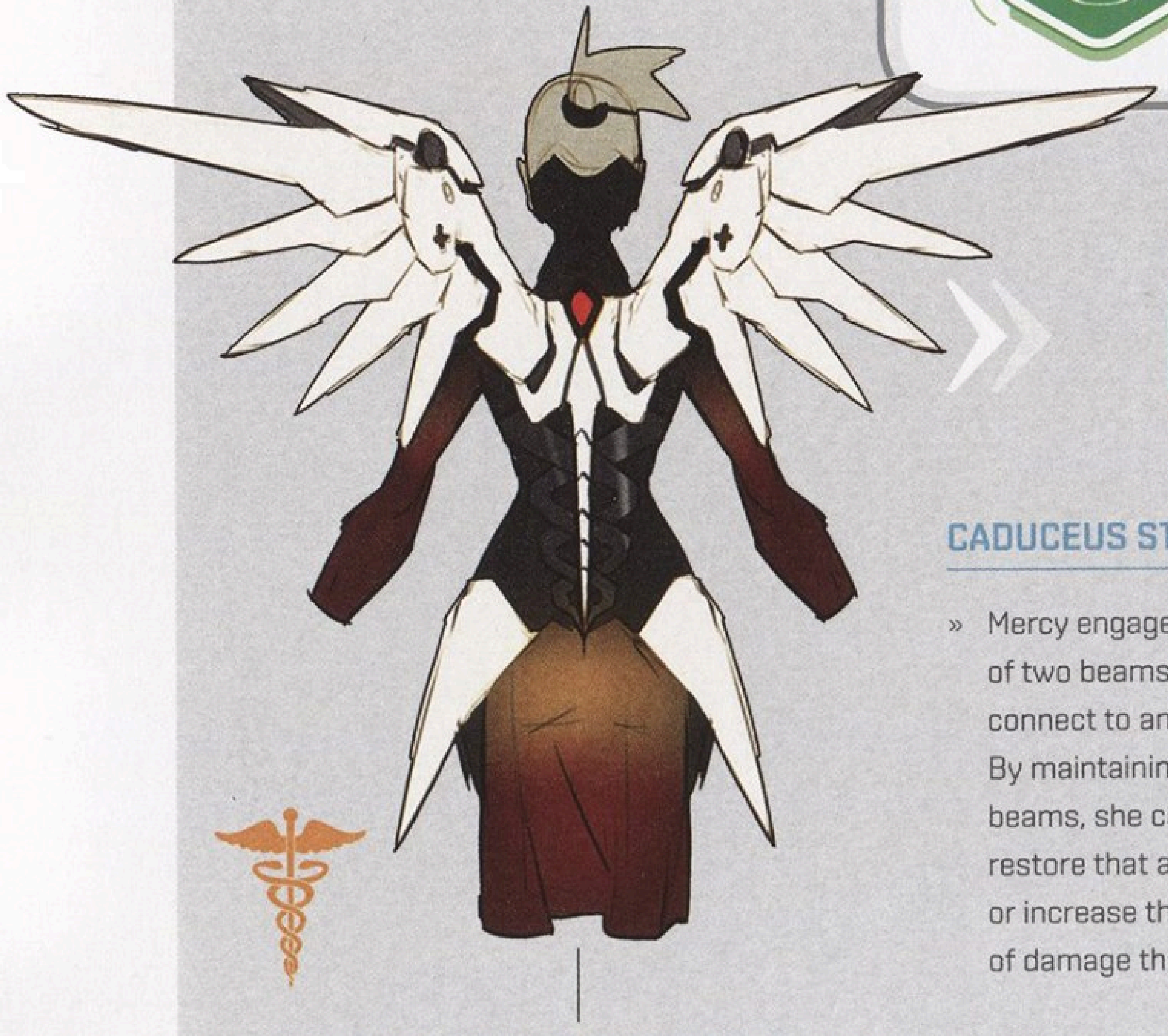
» Mercy shoots a round from her sidearm. It's best reserved for emergency personal defense.

GUARDIAN ANGEL:

» Mercy flies towards a targeted ally, allowing her to reach them quickly and provide assistance in crucial moments.

ANGELIC DESCENT:

» Propelled by her Valkyrie suit, Mercy slows the speed of her descent from great heights.



VALKYRIE SWIFT-RESPONSE SUIT: ALLOWS FOR LIMITED PROPULSION THROUGH THE AIR. SMALL WINGS INCREASE DRAG, GREATLY SLOWING FALLING SPEED.

PHARAH

HERO PROFILE:

PHARAH

ROLE: OFFENSE

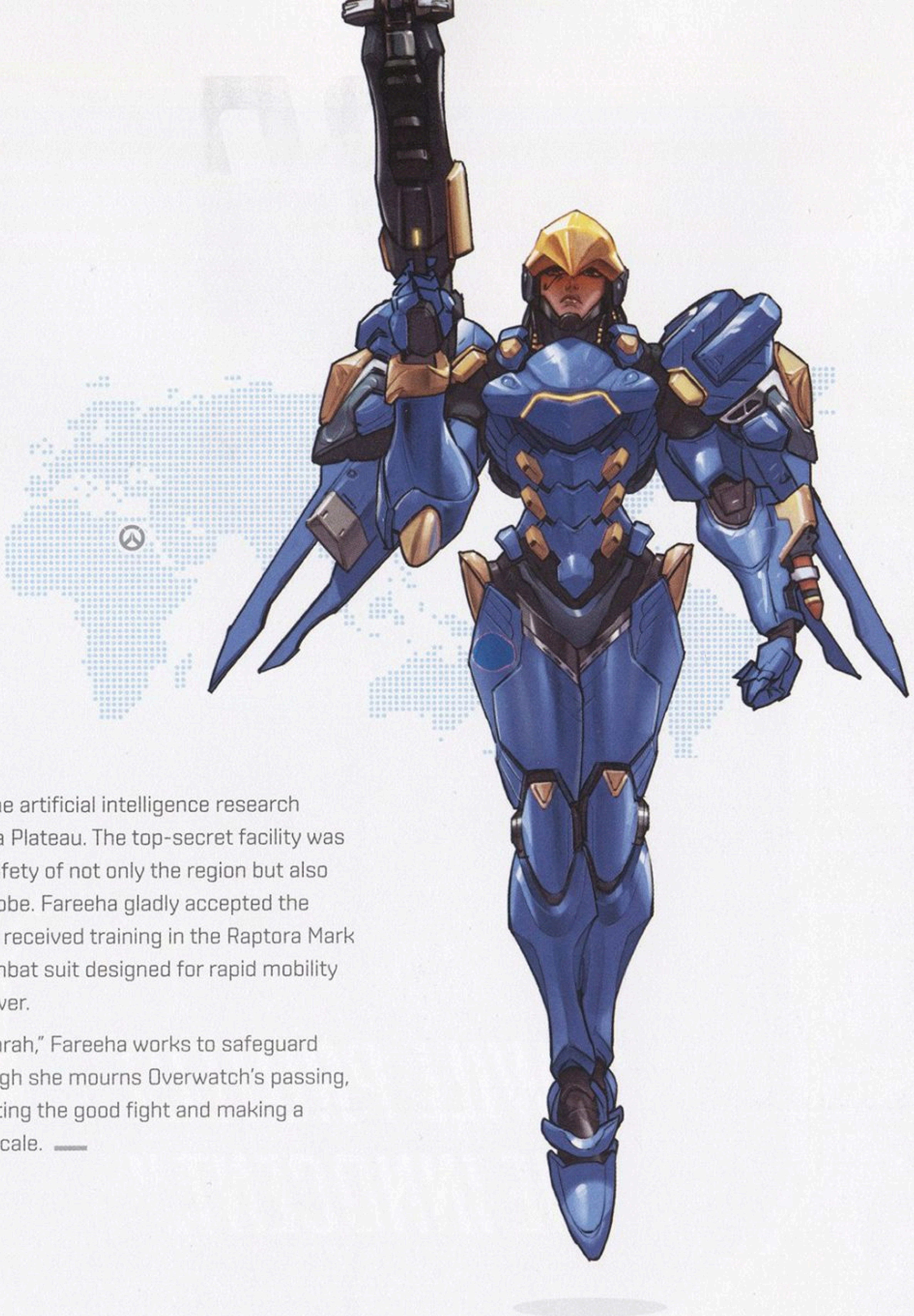
NAME: FAREEHA AMARI

AGE: 32

OCCUPATION: SECURITY CHIEF

BASE OF OPERATIONS: GIZA, EGYPT

AFFILIATION: HELIX SECURITY INTERNATIONAL

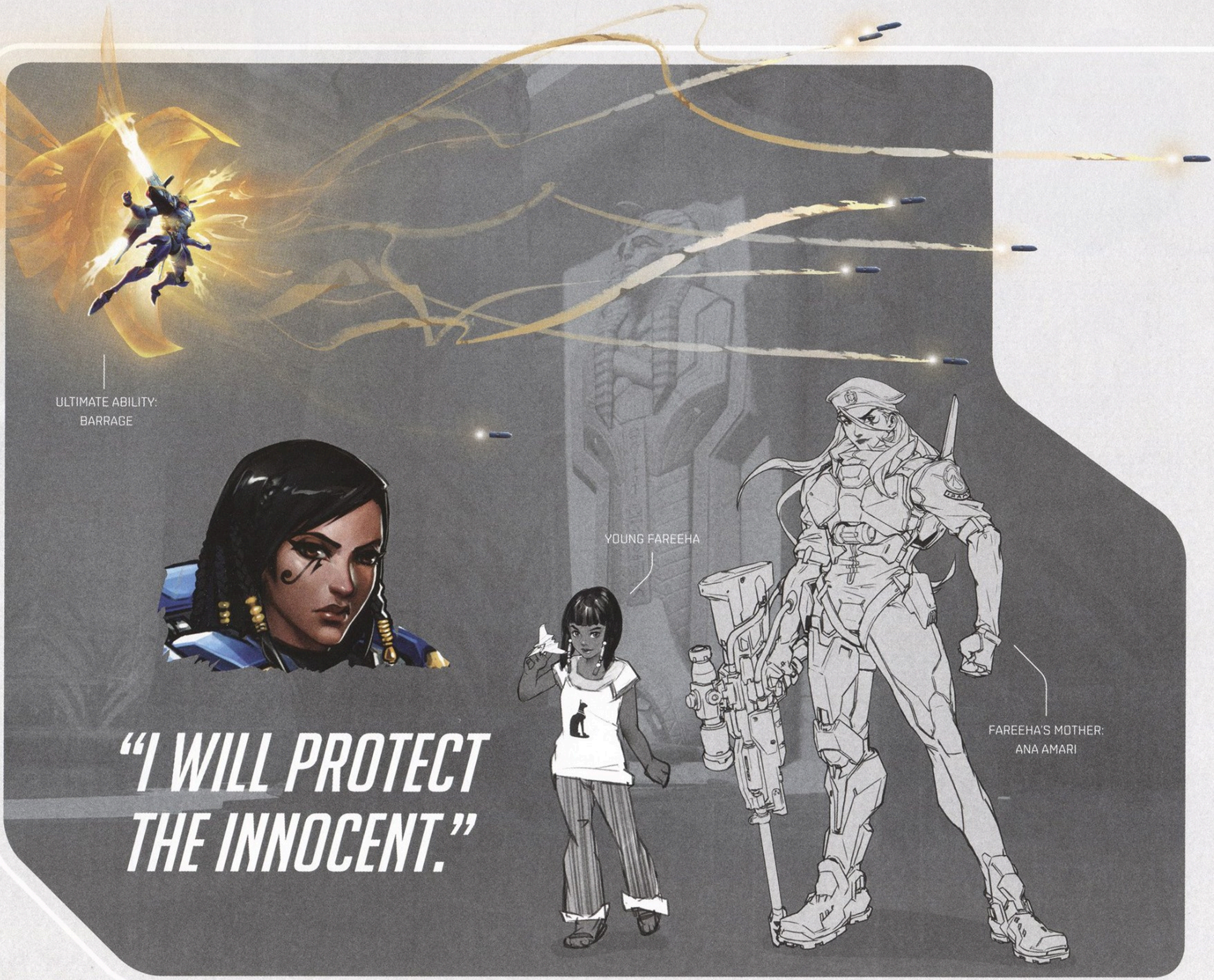


BIOGRAPHY:

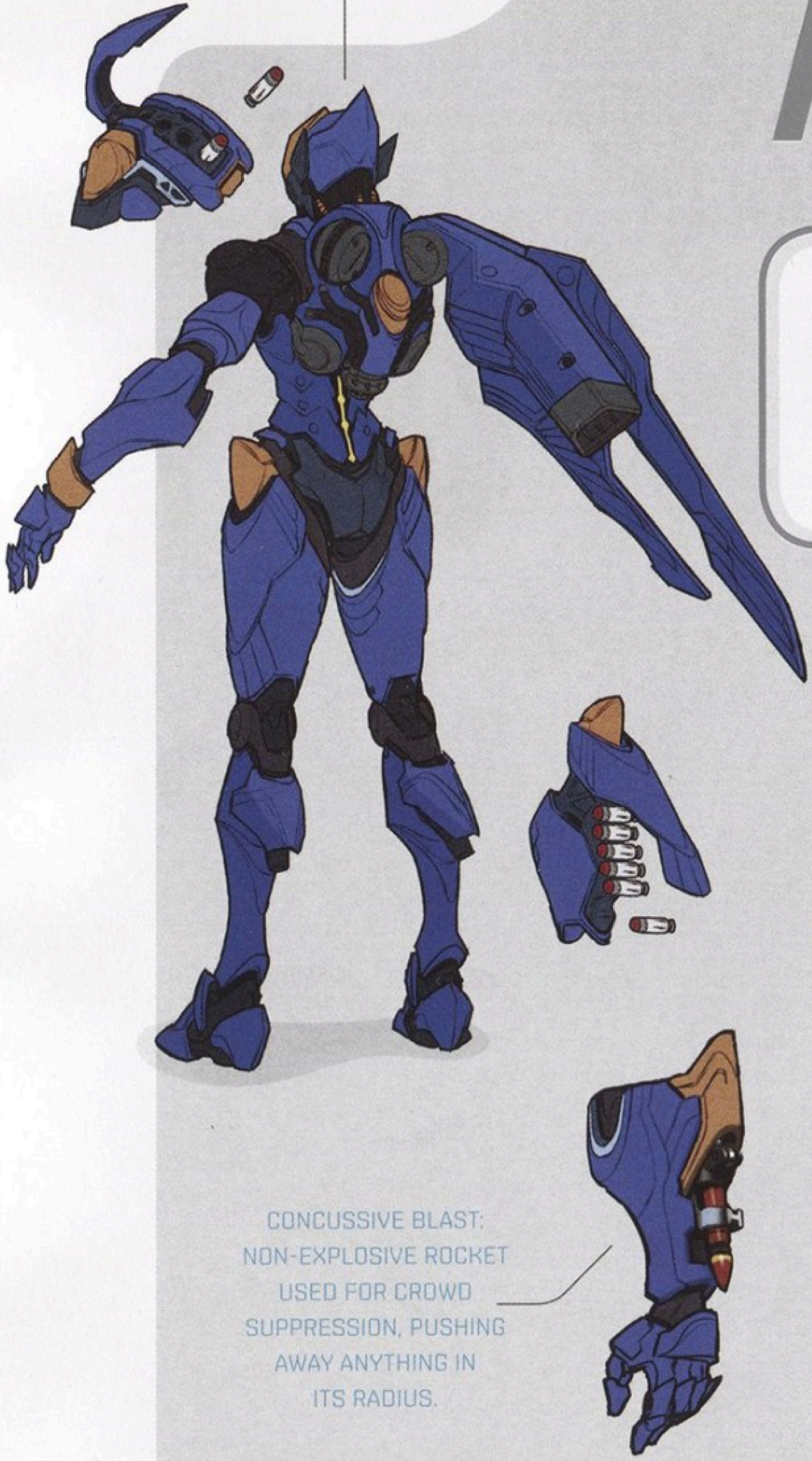
As a child, Fareeha dreamed of following in her mother's footsteps and joining the global peacekeeping force, Overwatch. She enlisted in the Egyptian army, and her dogged persistence and tactical prowess caused her to rise up through the officer ranks. She was a courageous leader and earned the loyalty of all who served under her. With her exemplary record, Fareeha was well placed to join Overwatch, but before she had that opportunity, the organization was disbanded.

After leaving the army with a commendation for distinguished service, she was offered employment with Helix Security International, a private security firm contracted to defend the artificial intelligence research facility beneath the Giza Plateau. The top-secret facility was touted as vital to the safety of not only the region but also countries across the globe. Fareeha gladly accepted the choice assignment and received training in the Raptora Mark VI, an experimental combat suit designed for rapid mobility and devastating firepower.

Under the call sign "Pharah," Fareeha works to safeguard the AI installation. Though she mourns Overwatch's passing, she still dreams of fighting the good fight and making a difference on a global scale.


ULTIMATE ABILITY:
BARRAGE
YOUNG FAREEHA
FAREEHA'S MOTHER:
ANA AMARI

“I WILL PROTECT THE INNOCENT.”

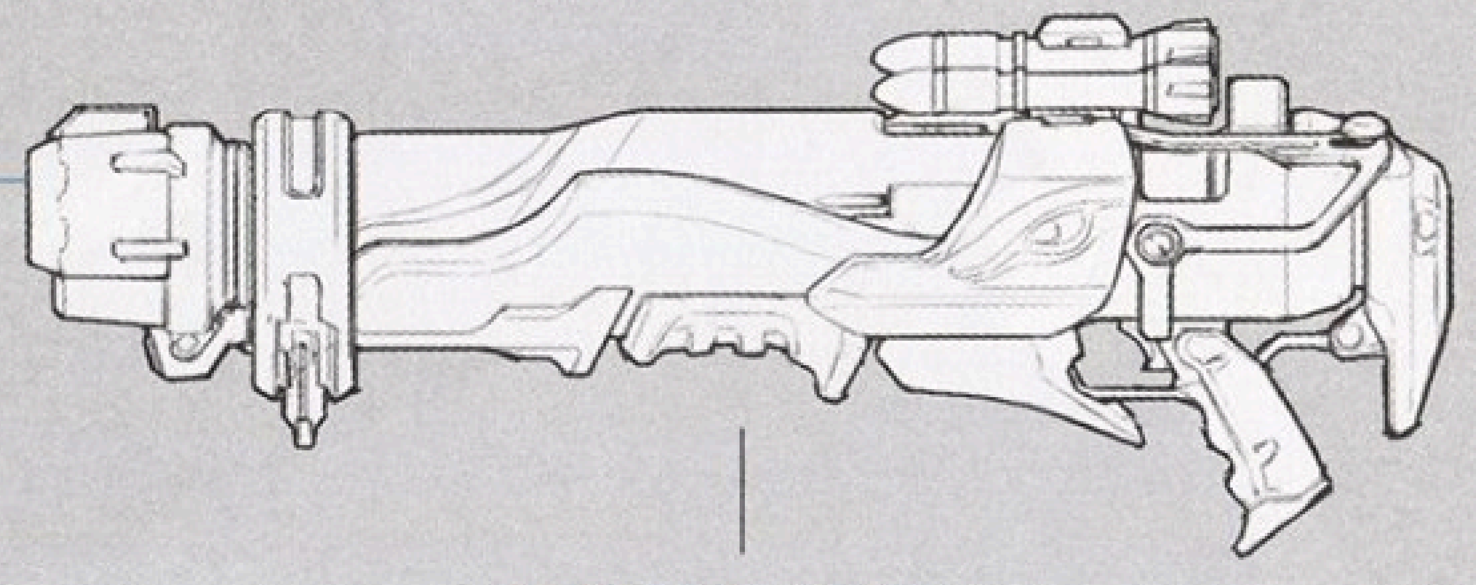


RAPTORA MARK VI SUIT: FEATURES LIMITED FLIGHT CAPABILITY. JUMP JETS ALLOW FOR QUICK ASCENSION AND VERTICAL MOBILITY.

CONCUSSIVE BLAST: NON-EXPLOSIVE ROCKET USED FOR CROWD SUPPRESSION, PUSHING AWAY ANYTHING IN ITS RADIUS.

HERO PROFILE:

ABILITIES



ROCKET LAUNCHER: FOR USE AGAINST ARMED FOES AND SMALL VEHICLES.

BARRAGE >>> ULTIMATE ABILITY <<<

» Pharah directs a continuous salvo of mini-rockets to destroy groups of enemies.

ROCKET LAUNCHER:

» Pharah's primary weapon launches rockets that deal significant damage in a wide blast radius.

JUMP JET:

» Propelled by her suit's thrusters, Pharah soars high into the air.

CONCUSSIVE BLAST:

» Pharah looses a wrist rocket that knocks back any enemies it strikes.

REAPER

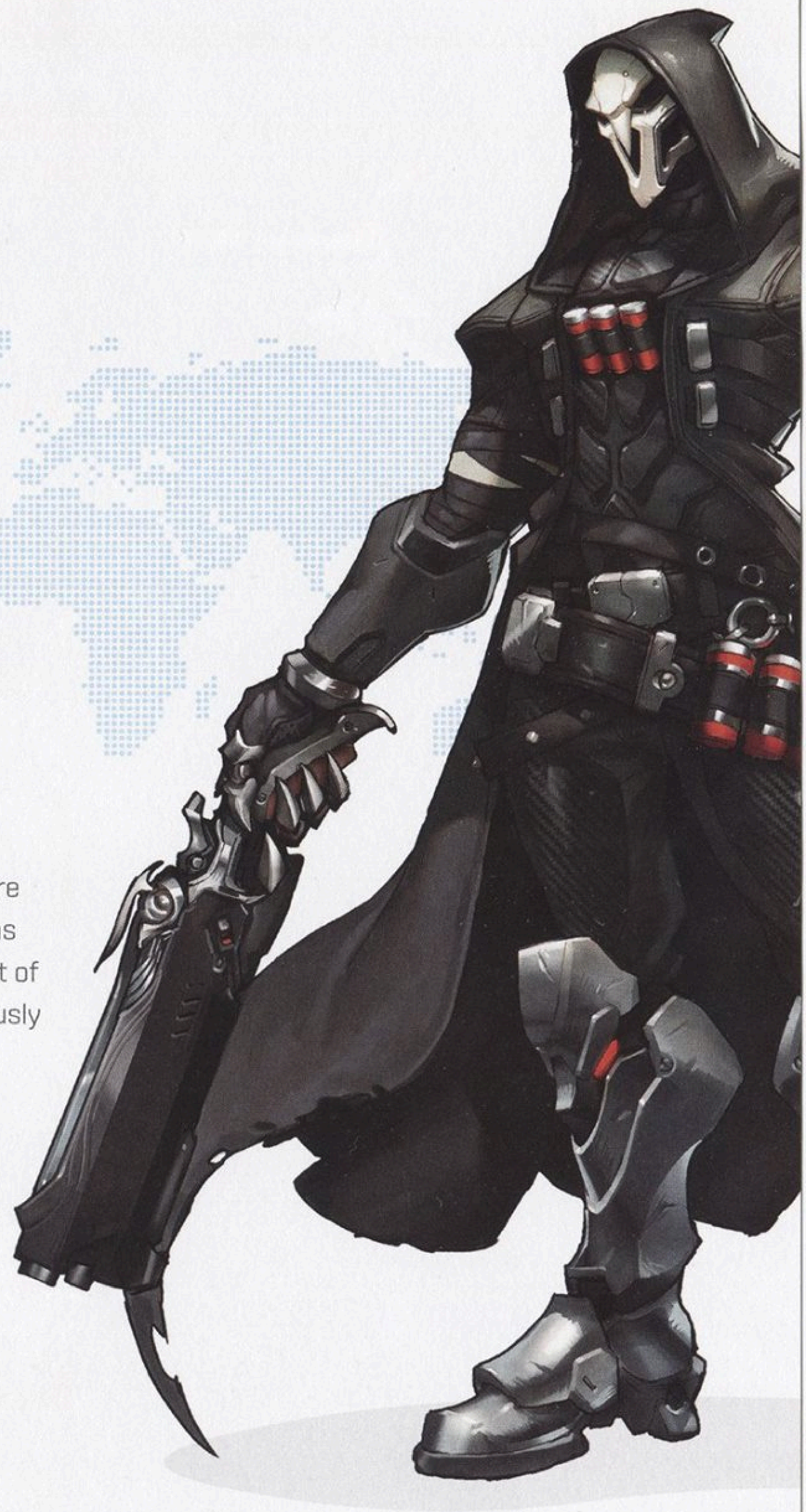
"DEATH WALKS AMONG YOU."

HERO PROFILE:

REAPER

ROLE:
OFFENSE

NAME: UNKNOWN
AGE: N/A
OCCUPATION: MERCENARY
BASE OF OPERATIONS: UNKNOWN
AFFILIATION: UNKNOWN



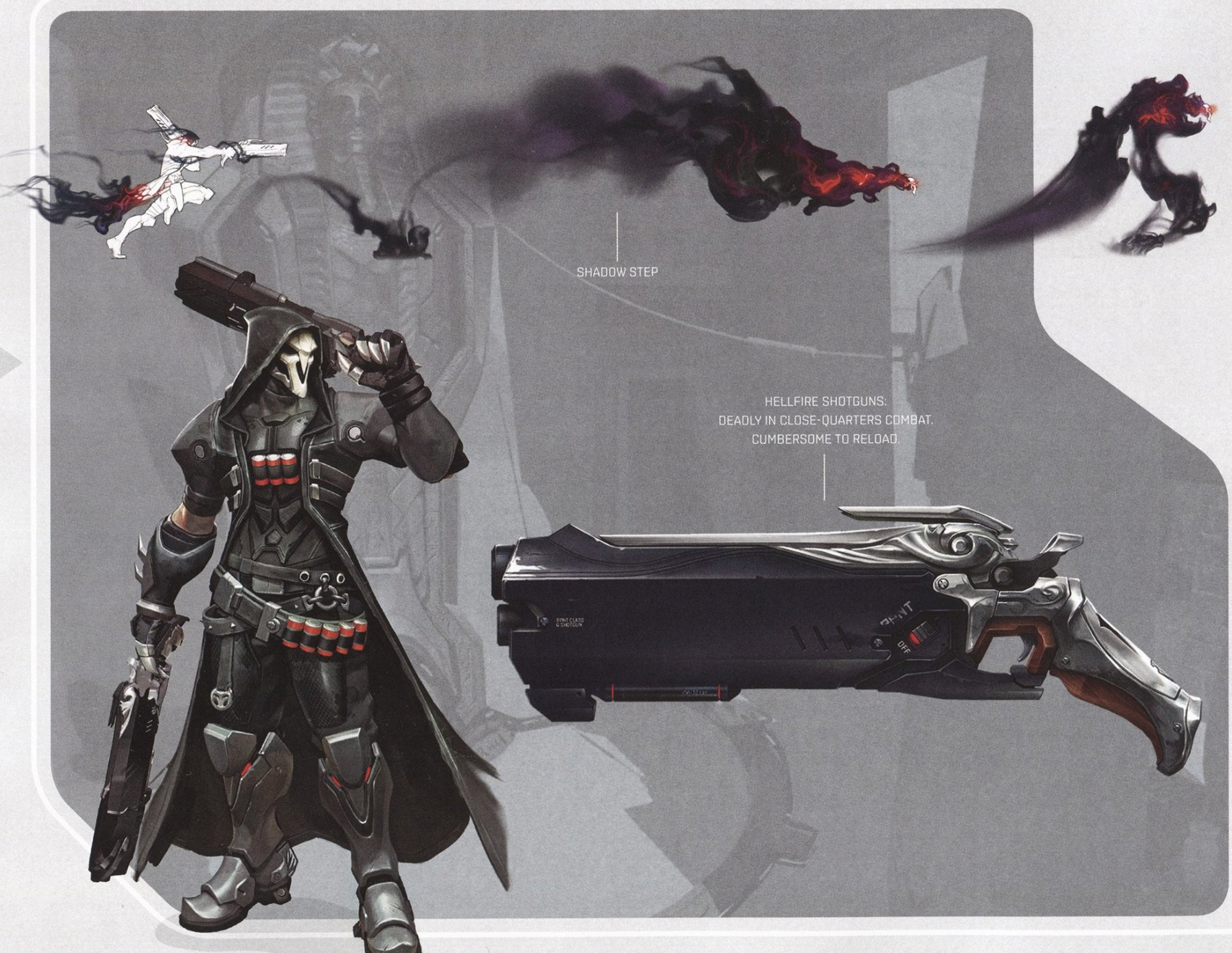
BIOGRAPHY:

Some speak of a black-robed terrorist known only as the Reaper. His identity and motives are a mystery. What is known is that where he appears, death follows.

Reaper is an extremely volatile mercenary, a ruthless and remorseless killer responsible for terrorist attacks across the world. He has fought in many armed conflicts in the last decades, showing no loyalty to any cause or organization.

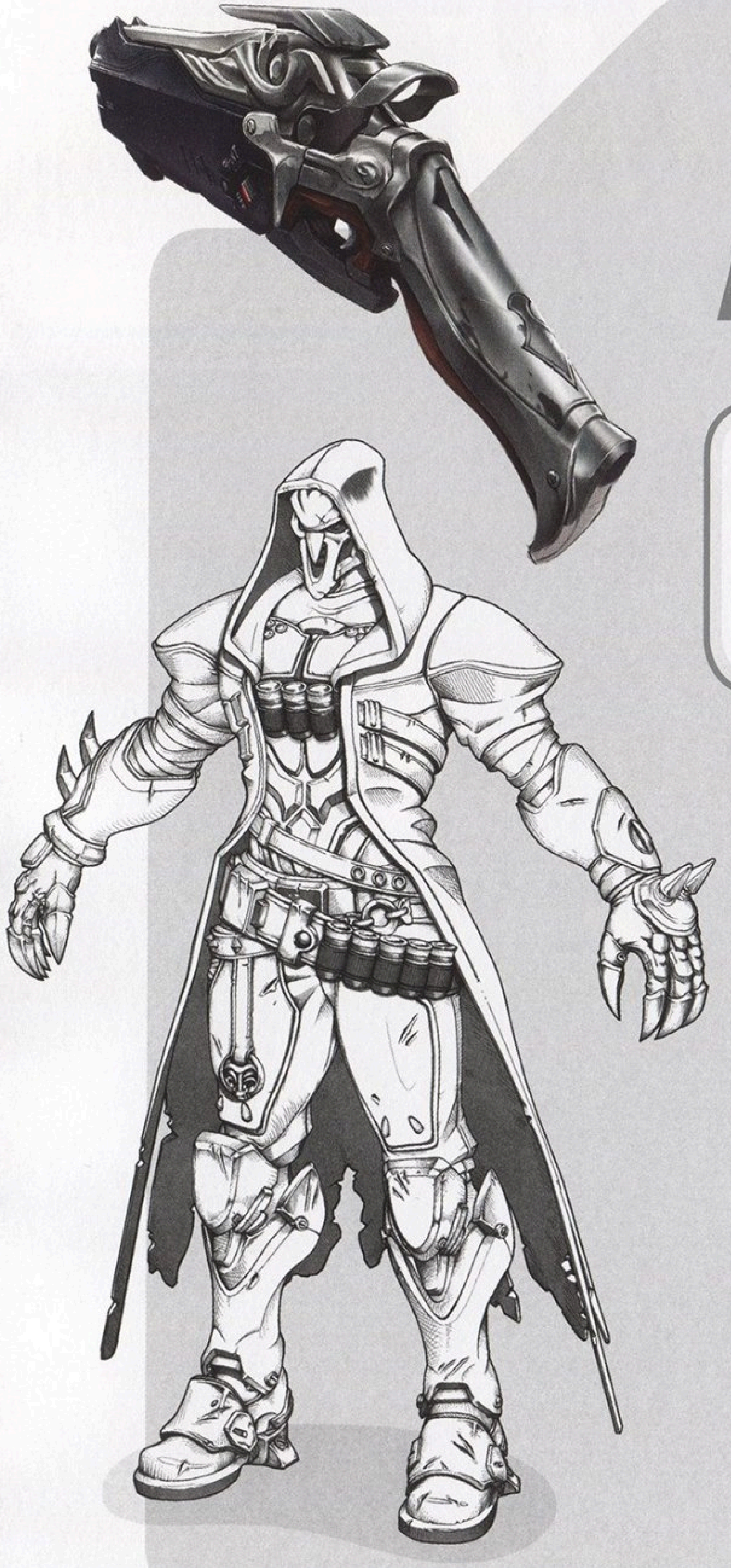
Survivors of the Reaper have described a black shadow ghosting unscathed through the most hellish battlefields. The few bodies of his victims that have been recovered are pale, empty husks, drained of life, their cells showing signs of intense degradation. It is possible that he is a byproduct of failed genetic alteration that forces his cells to simultaneously decay and regenerate at a hyper-accelerated rate.

Those attempting to track his movements have begun to see a pattern in his appearances. They believe that the Reaper is hunting former Overwatch agents and systematically eliminating them.



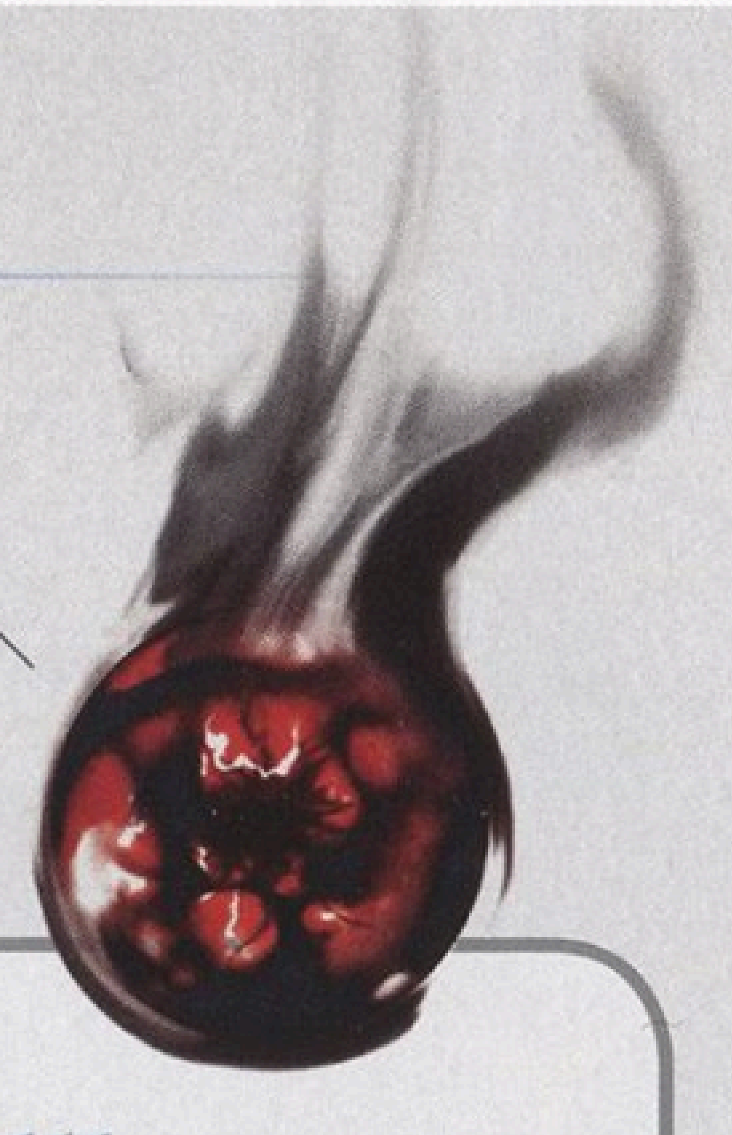
SHADOW STEP

HELLFIRE SHOTGUNS:
DEADLY IN CLOSE-QUARTERS COMBAT,
CUMBERSOME TO RELOAD.



HERO PROFILE:

ABILITIES



DEATH BLOSSOM >>> ULTIMATE ABILITY <<<

» In a blur of motion, Reaper empties both hellfire shotguns at breakneck speed, dealing massive damage to all nearby enemies.

HELLFIRE SHOTGUNS:

» Reaper tears enemies apart with twin shotguns.

WRAITH FORM:

» Reaper becomes a shadow for a short period of time. While in this form, he takes no damage and is able to pass through enemies, but cannot fire his weapons or use other abilities.

SHADOW STEP:

» After marking a destination, Reaper disappears and reappears at that location.

REINHARDT

HERO PROFILE:

REINHARDT

ROLE:

TANK

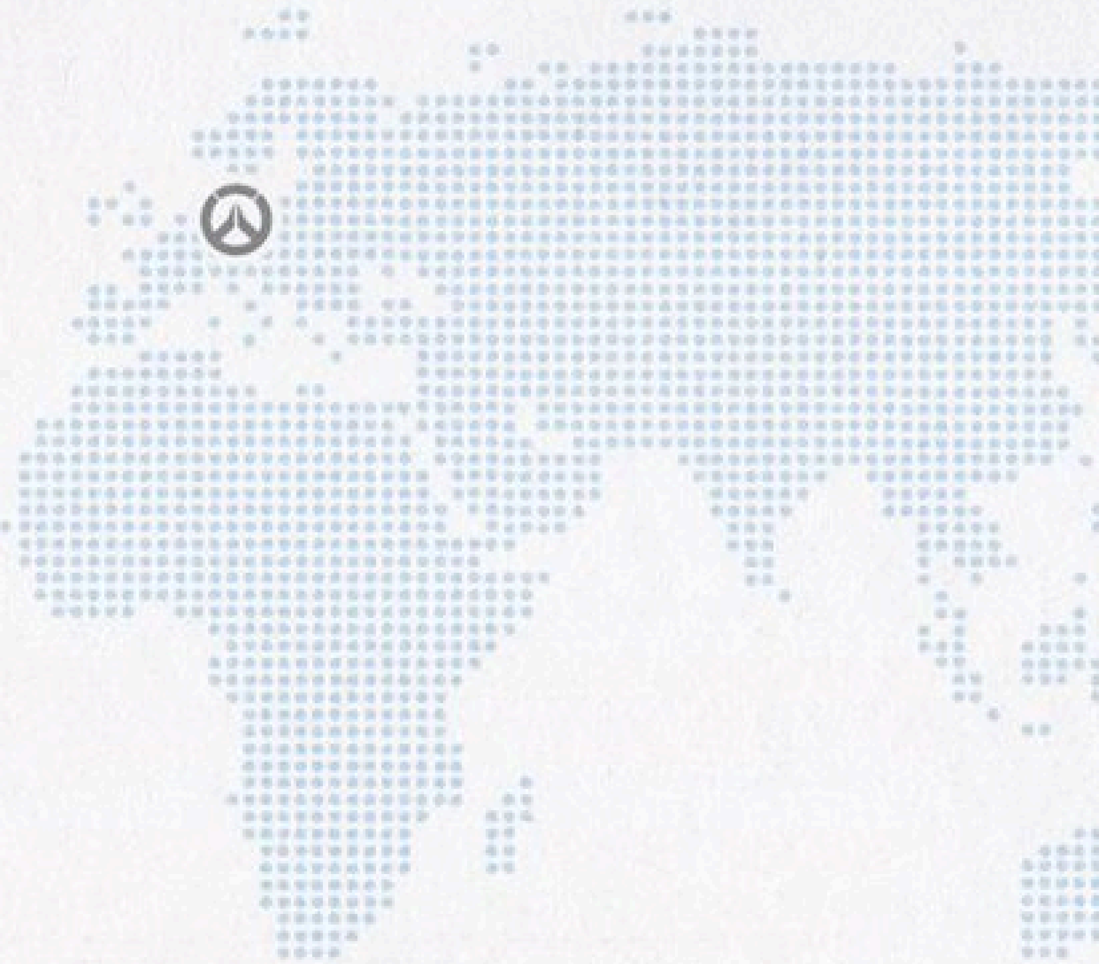
NAME: **REINHARDT WILHELM**

AGE: **61**

OCCUPATION: **ADVENTURER**

BASE OF OPERATIONS: **STUTTGART, GERMANY**

AFFILIATION: **OVERWATCH** *(FORMERLY)*



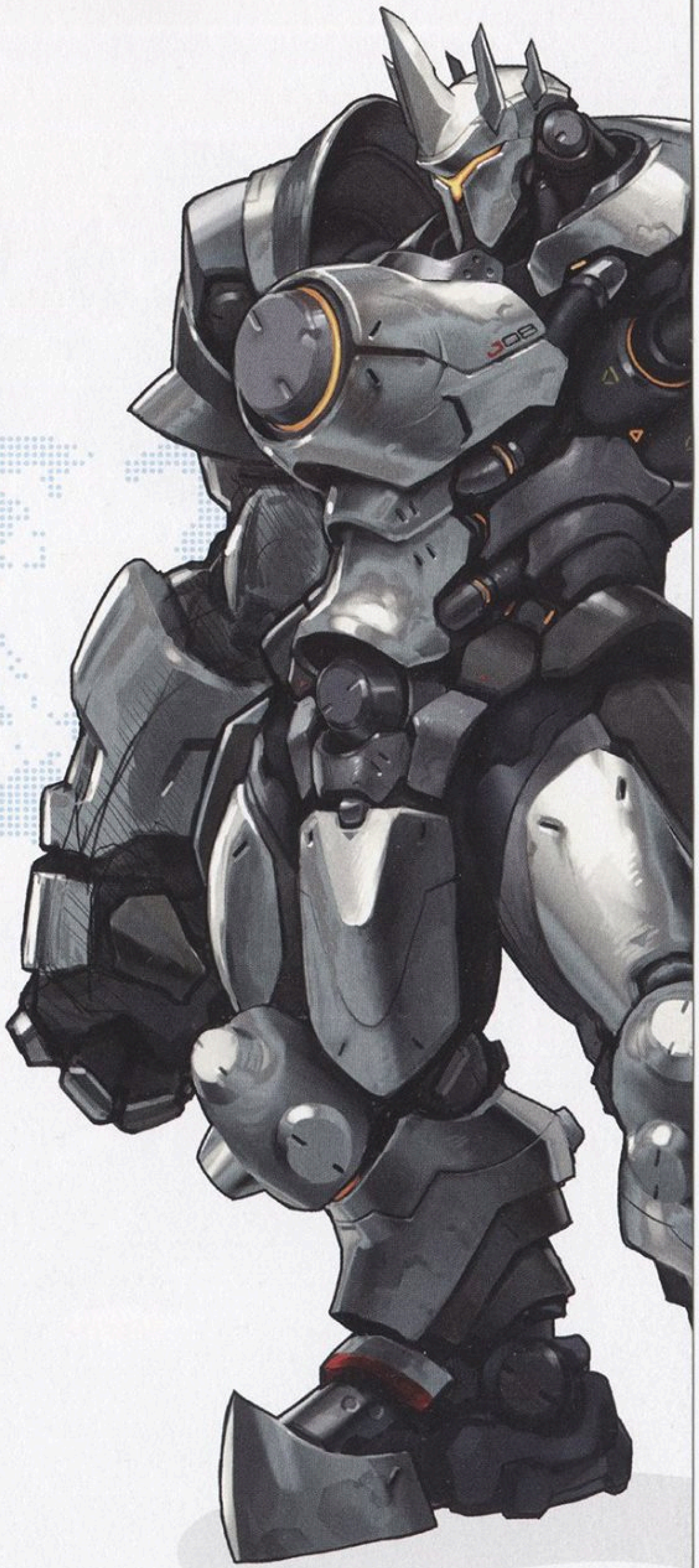
BIOGRAPHY:

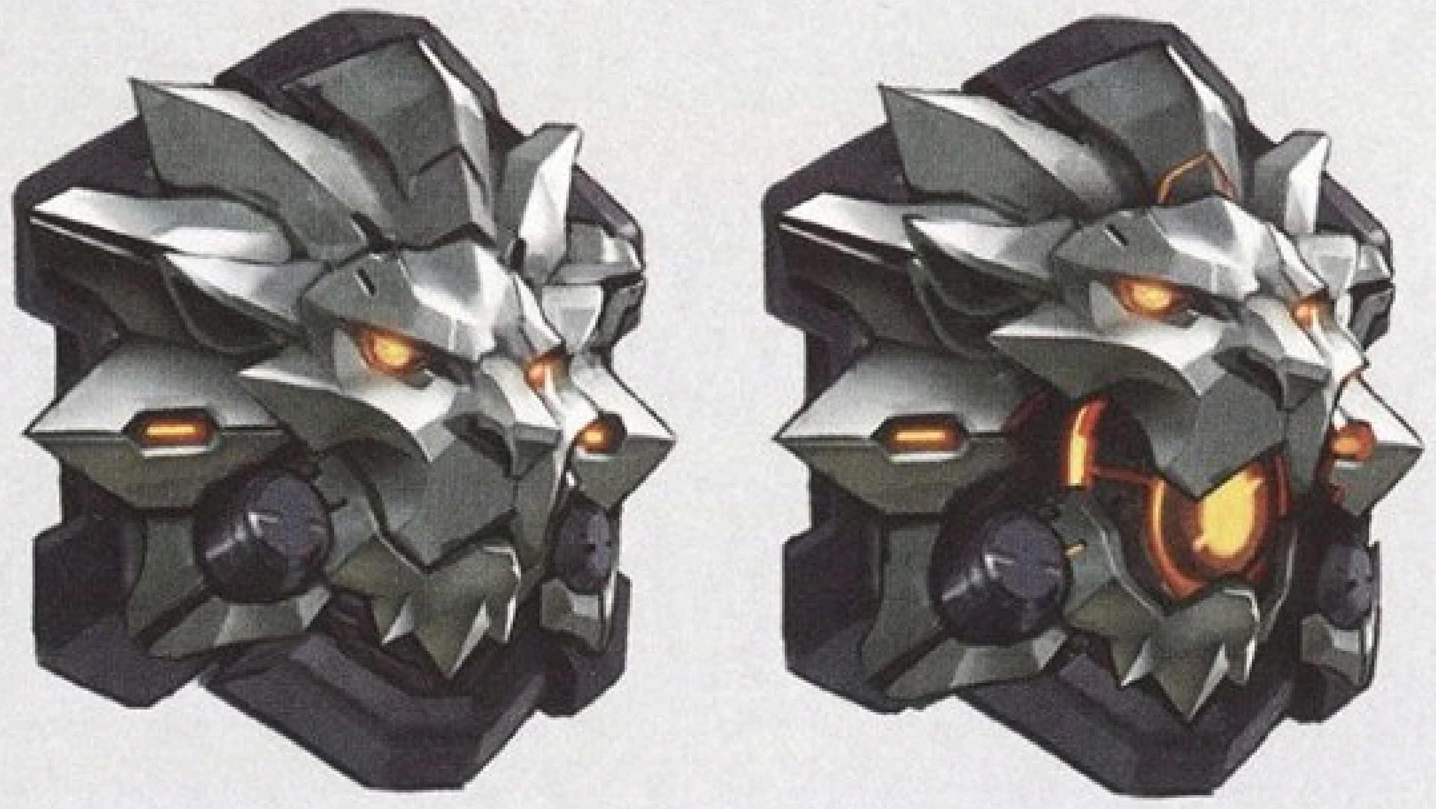
Over thirty years ago, Overwatch was founded to counter the threat of the robot uprisings around the world. Reinhardt, a highly decorated German soldier, was inducted as part of the original Overwatch strike team that put an end to the Omnic Crisis. After the conflict's resolution, Overwatch grew into a global institution, keeping the peace in a war-torn world. Reinhardt proved himself to be one of its most stalwart champions.

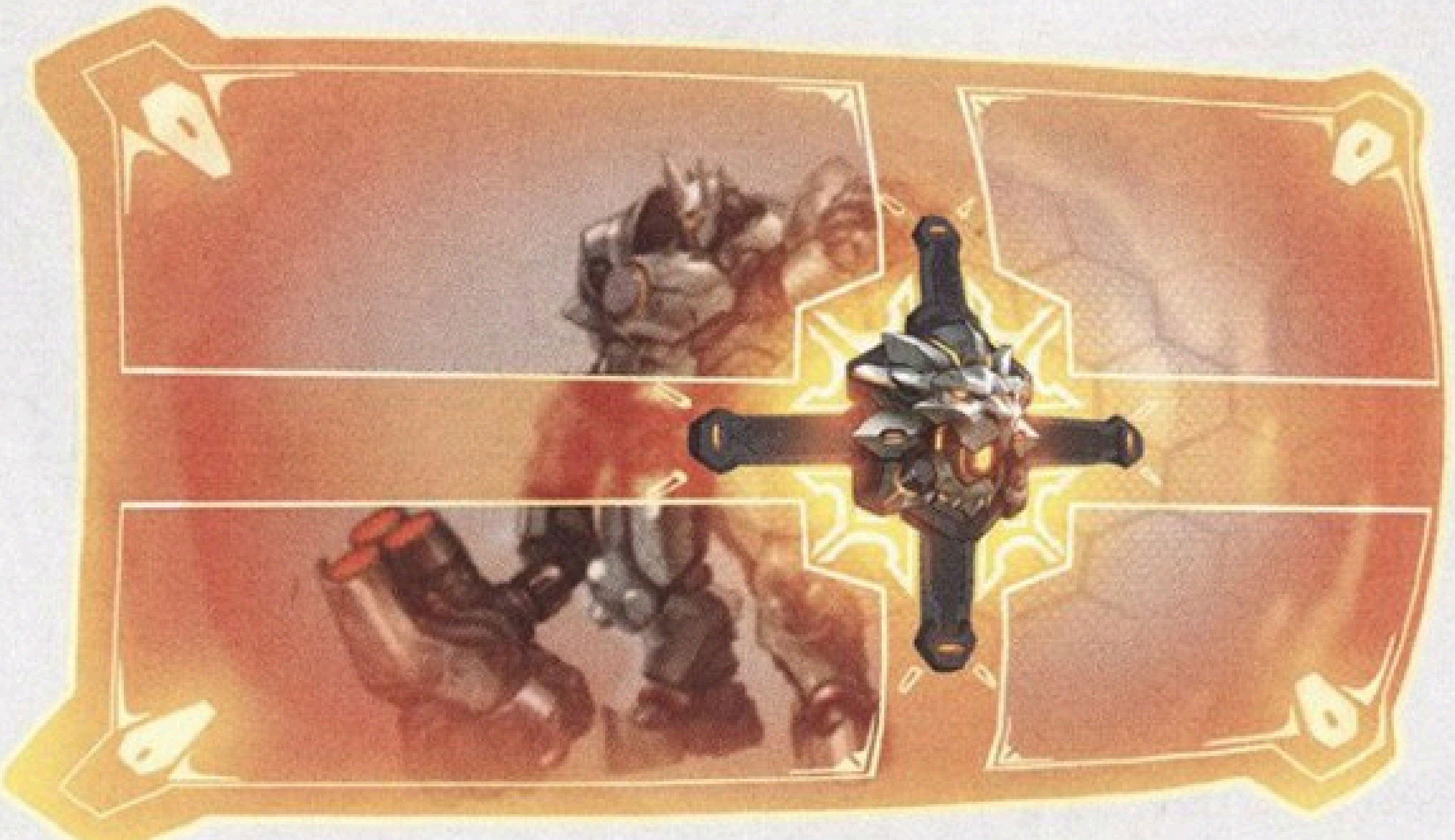
Reinhardt's unique ethics and larger-than-life persona earned the admiration of his peers and superiors alike. Never afraid to speak his mind, he was Overwatch's most vocal supporter and, when necessary, its harshest critic, providing a constant reminder that Overwatch was meant to be a force for good.

Having served into his late fifties, Reinhardt was faced with mandatory retirement from combat operations. Despondent about being removed from active duty, Reinhardt feared that his days of purpose and glory had ended. As times grew darker and Overwatch came under suspicion of corruption, Reinhardt could only watch as the cause he had dedicated his life to defending surrendered in disgrace.

Though Overwatch was eventually disbanded, Reinhardt was not content to sit idly by while the world fell to disorder. Once again donning his Crusader armor, he has vowed to fight for justice across Europe like a knight of old, protecting the innocent and winning hearts and minds with the promise of better days to come.

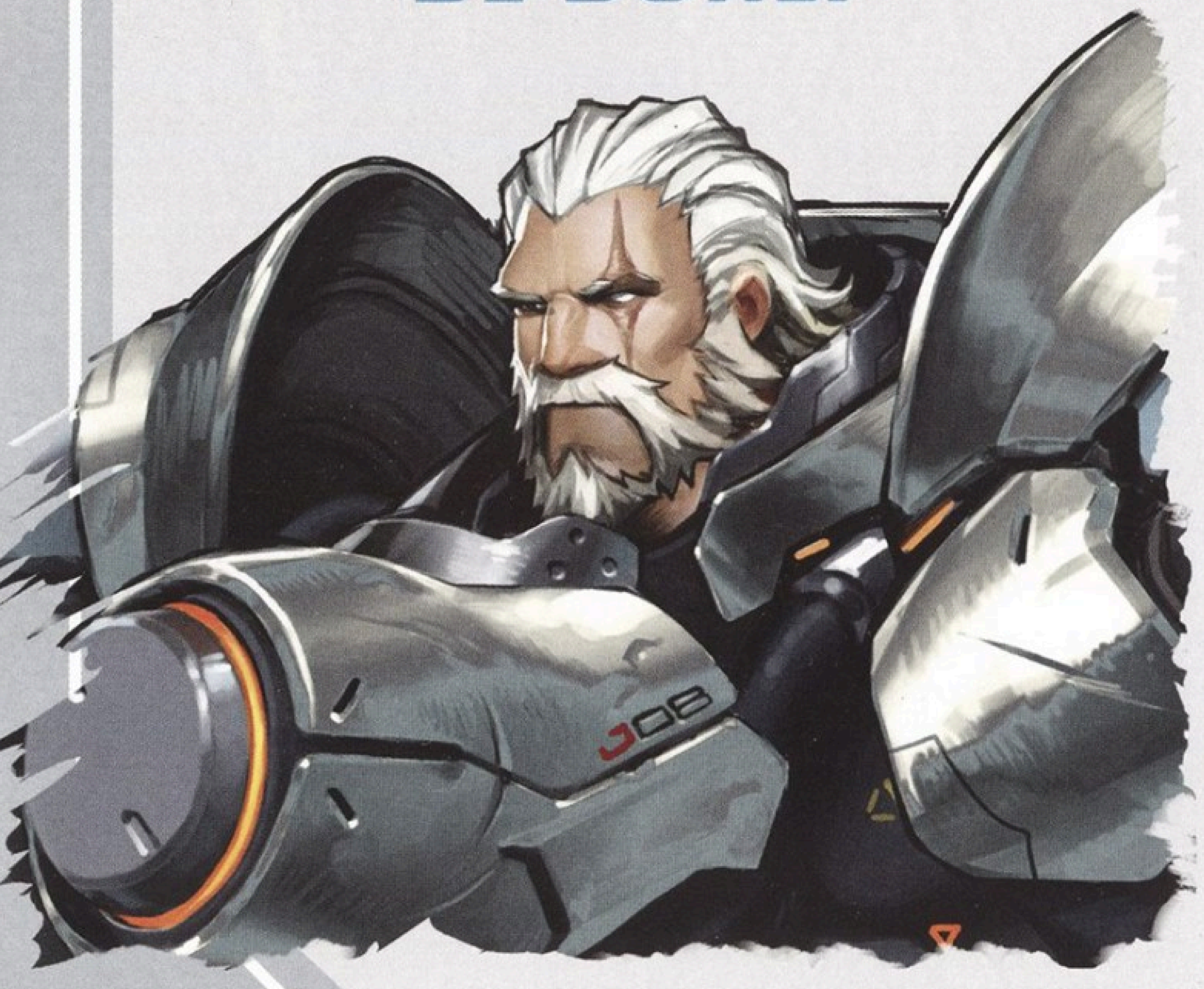




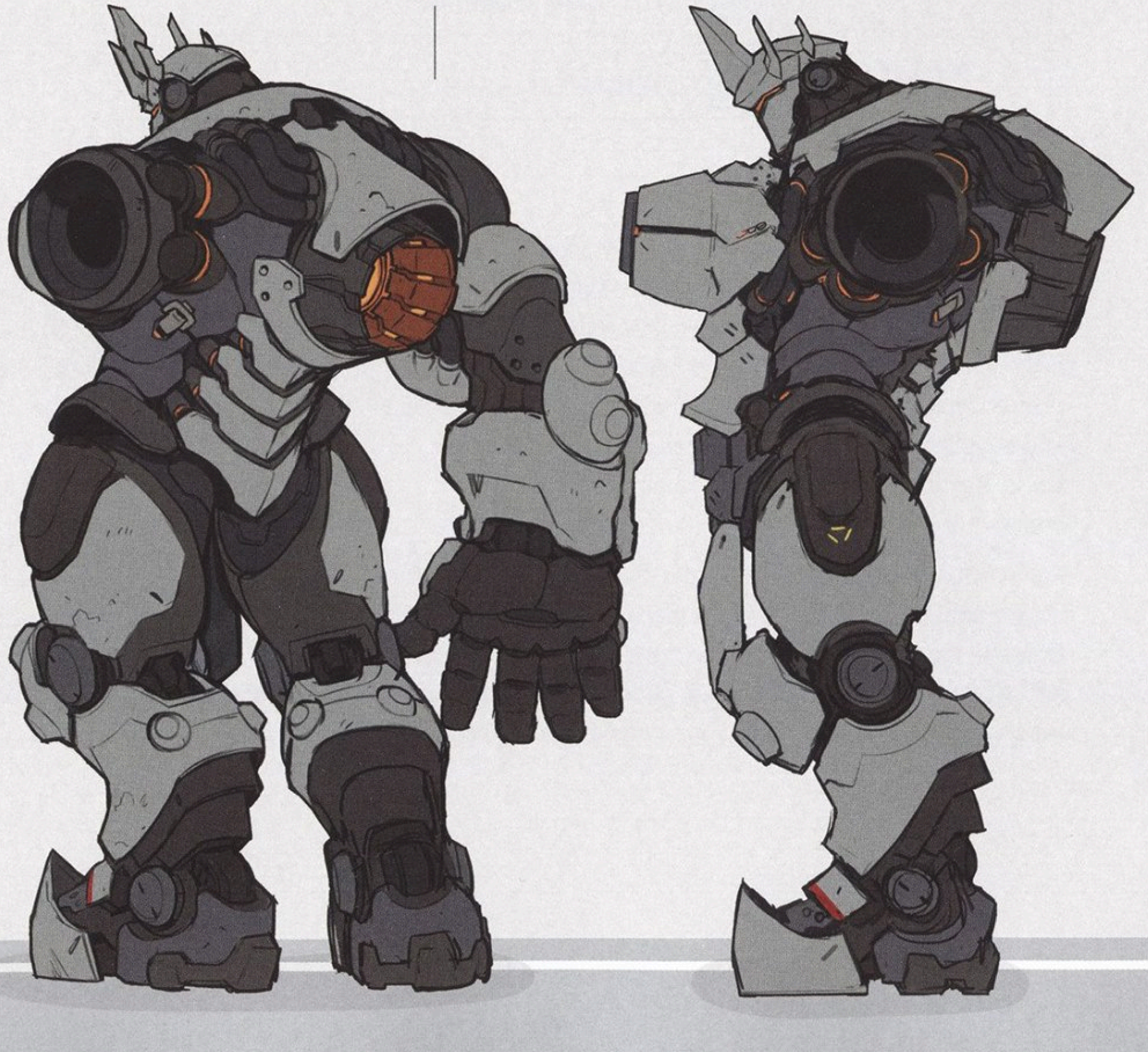


BARRIER:
ENERGY SHIELD ABSORBS MOST
INCOMING PROJECTILES.

“JUSTICE WILL BE DONE.”

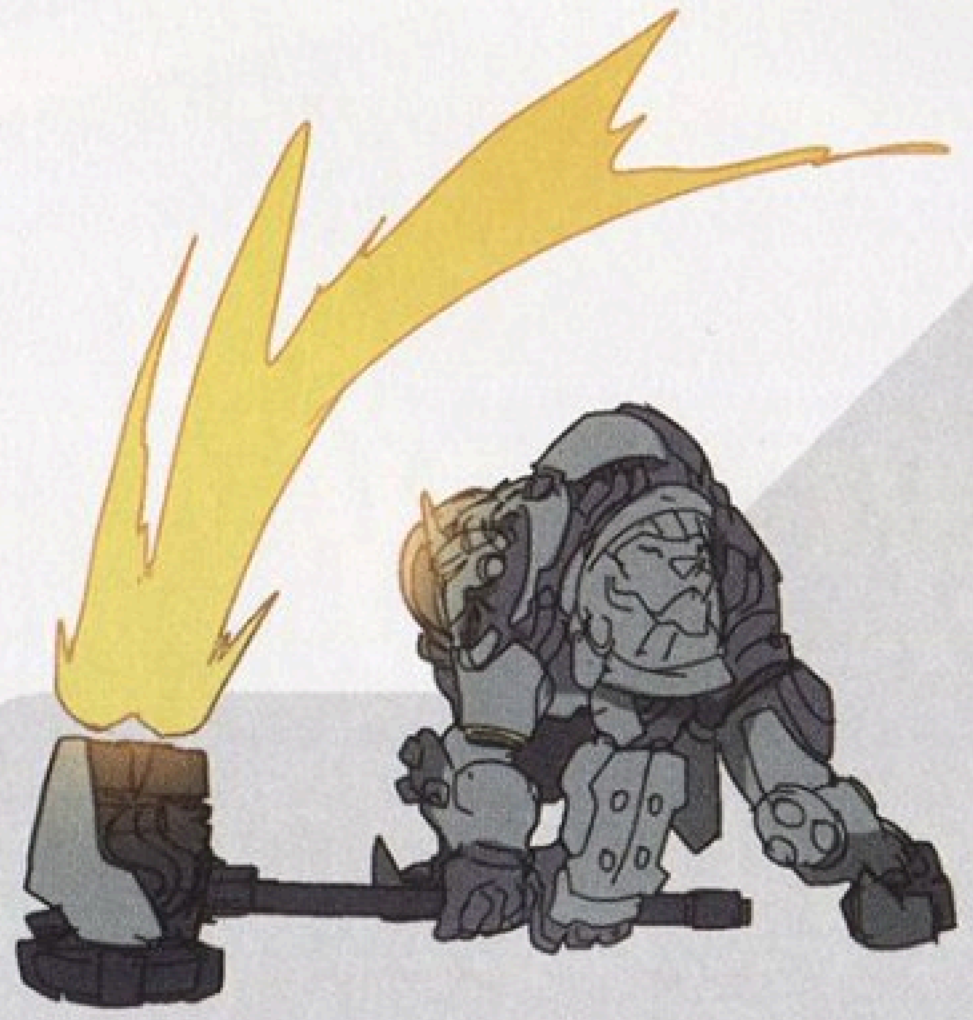


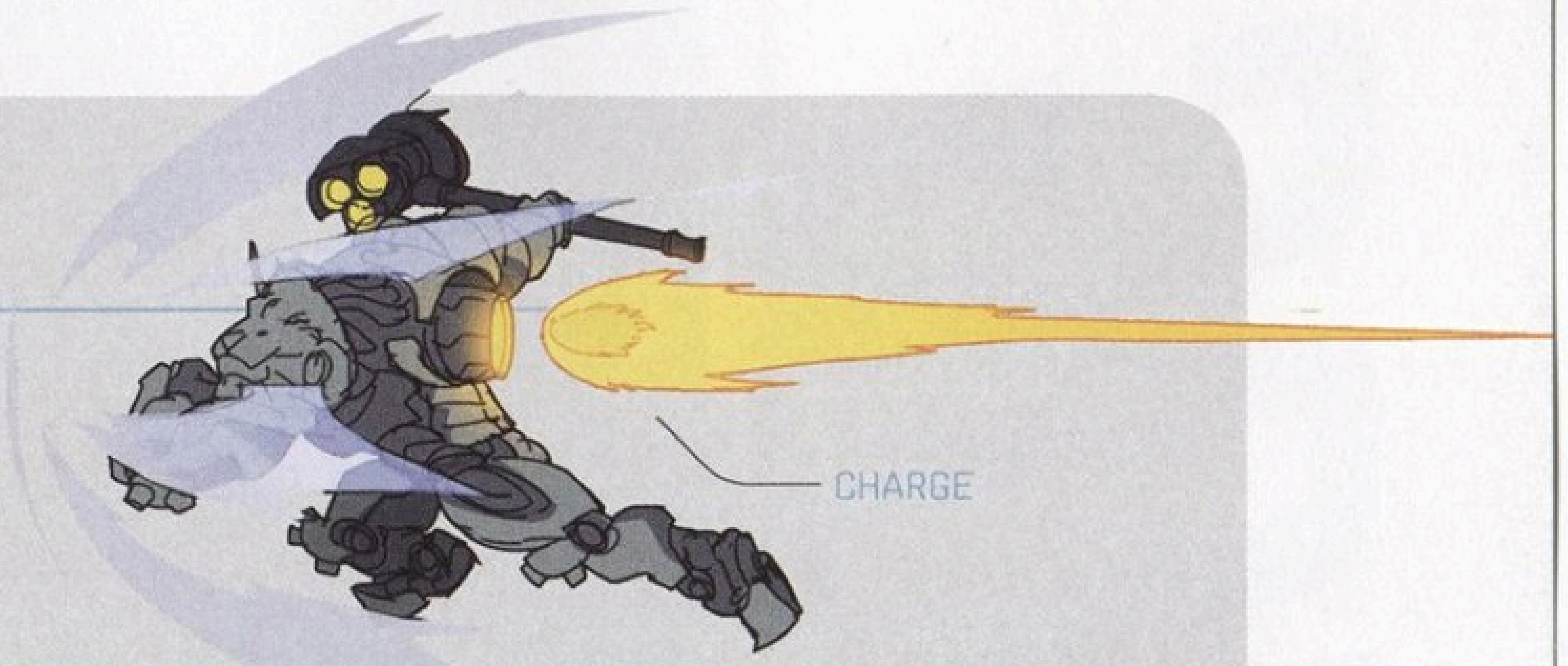
CRUSADER ARMOR:
POWERED BIOFEEDBACK SYSTEM ALLOWS
USER TO EXHIBIT INHUMAN STRENGTH.

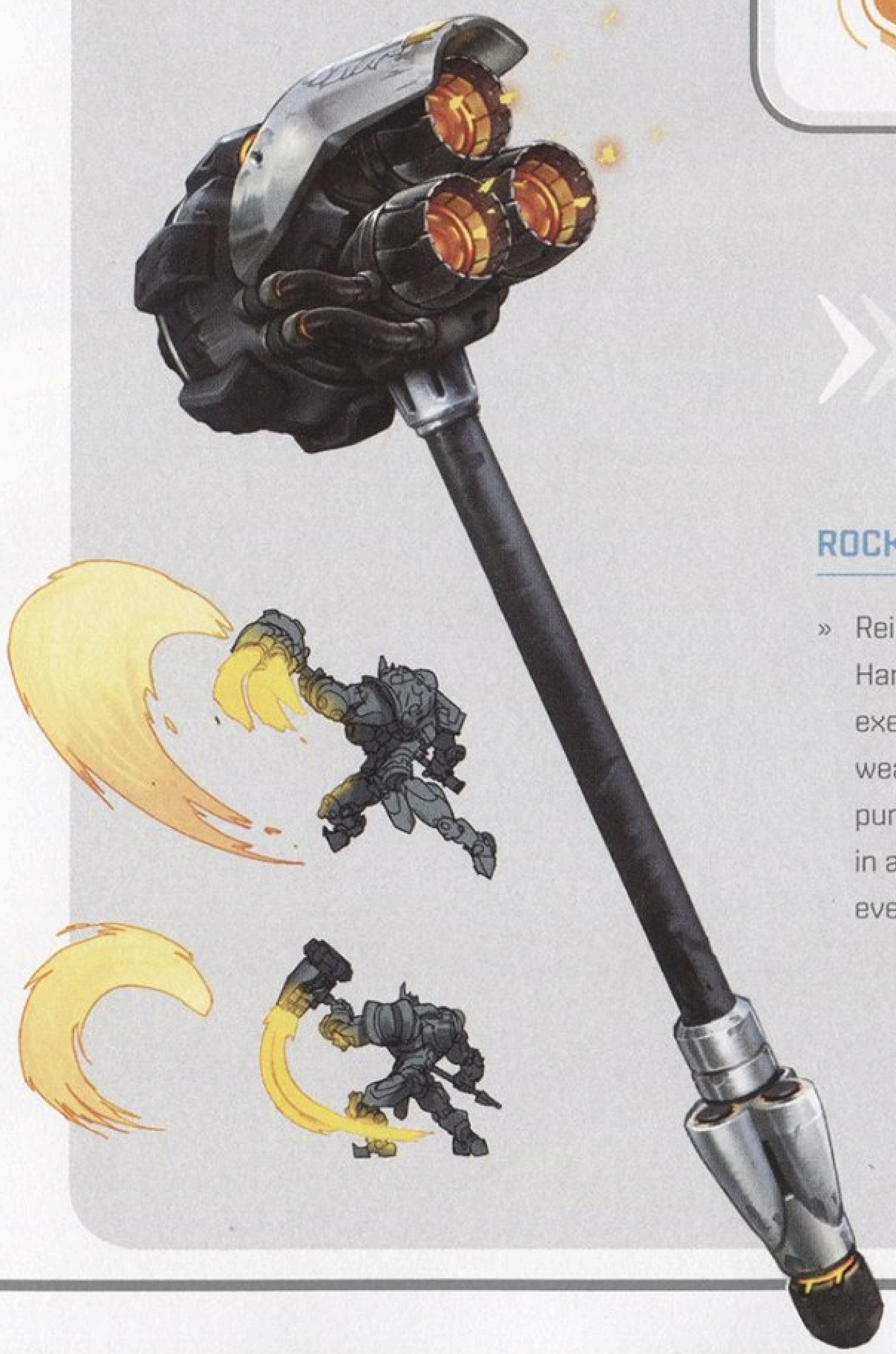


HERO PROFILE:

ABILITIES







ROCKET HAMMER:
A MASSIVE, HEAVY WEAPON THAT REQUIRES
POWERED ROCKETS TO GIVE IT MOMENTUM.

EARTHSHATTER >>> ULTIMATE ABILITY <<<

» Reinhardt forcefully slams his rocket hammer into the ground, knocking down and damaging all enemies in front of him.

ROCKET HAMMER:

» Reinhardt's Rocket Hammer is an exemplary melee weapon, able to deal punishing damage in a wide arc with every swing.

BARRIER FIELD:

» Reinhardt projects a broad, forward-facing energy barrier.

» Absorbs substantial damage before it is destroyed. Though Reinhardt can protect himself and his companions behind the barrier, he cannot attack while sustaining it.

CHARGE:

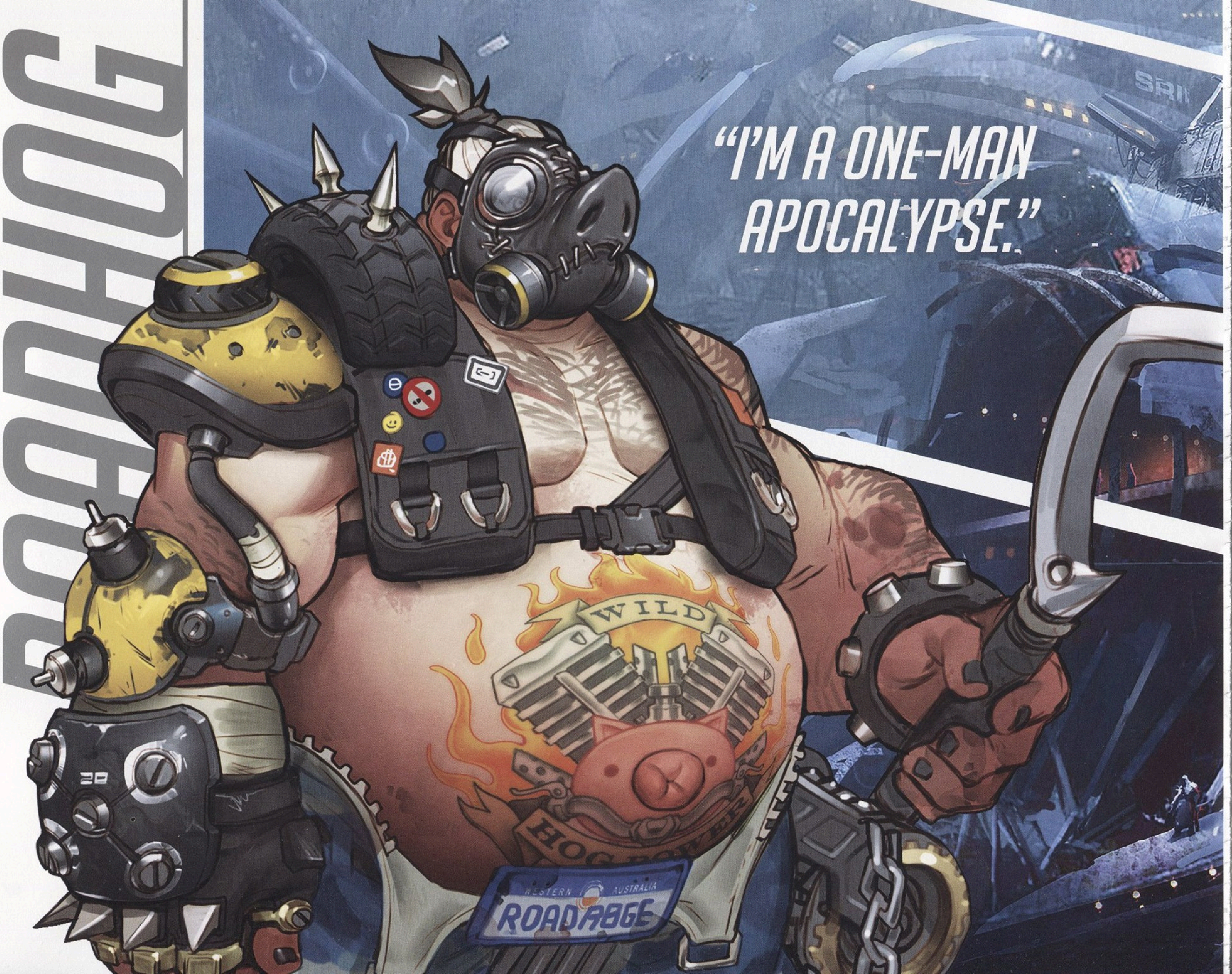
» Reinhardt charges forth in a straight line, grabbing hold of enemies in his path. If he collides with a wall, foes he's carrying suffer extreme damage.

FIRE STRIKE:

» By whipping his Rocket Hammer forward, Reinhardt slings a flaming projectile which pierces and damages any enemies it touches.

ROADHOG

"I'M A ONE-MAN APOCALYPSE."


SRI
WILD
HOG POWER
WESTERN AUSTRALIA
ROADRAGE

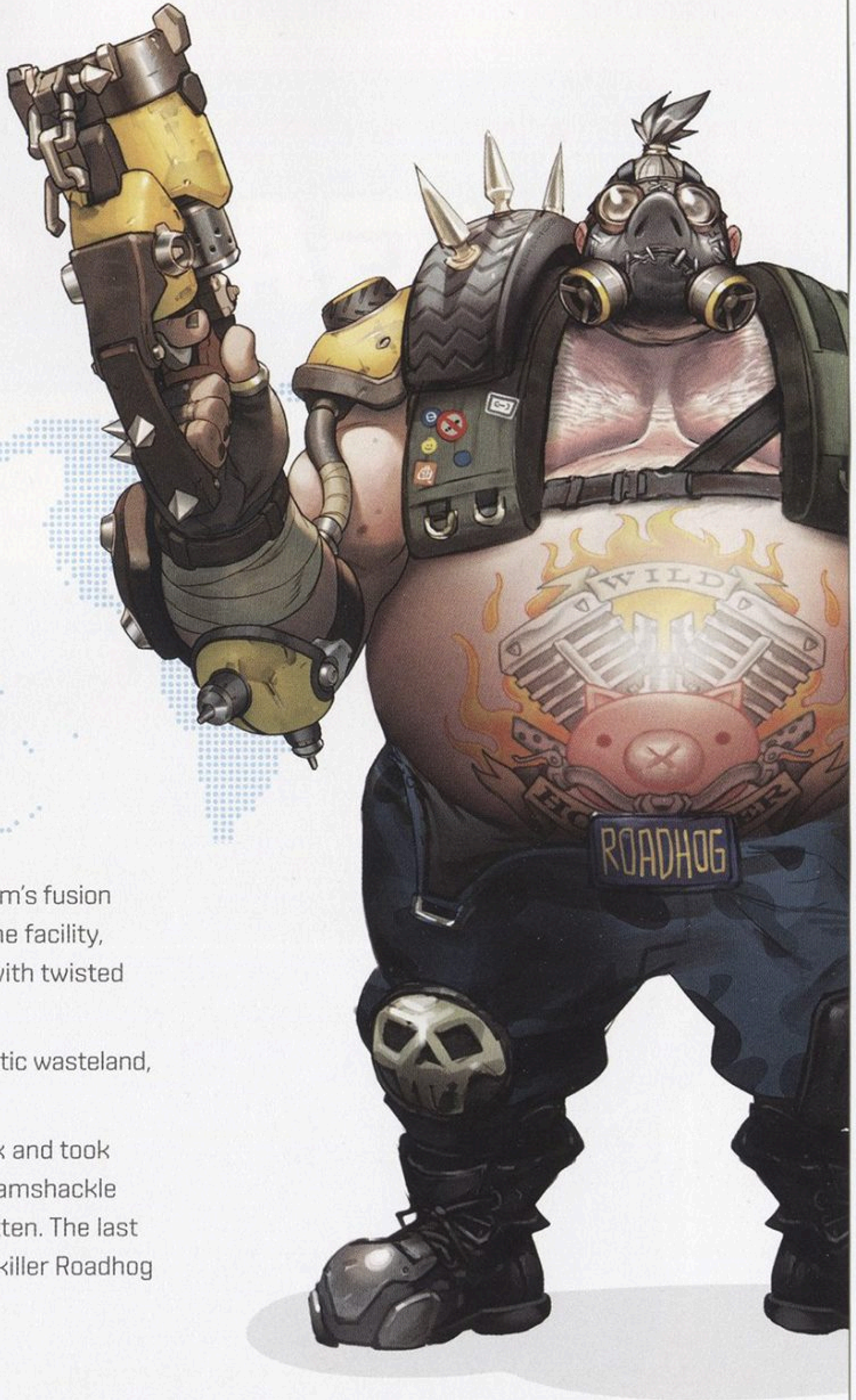
HERO PROFILE:

ROADHOG

ROLE:

TANK

NAME: **MAKO RUTLEDGE**	AGE: **48**
OCCUPATION: **ENFORCER** *(FORMERLY)*, **BODYGUARD**	
BASE OF OPERATIONS: **JUNKERTOWN, AUSTRALIA** *(FORMERLY)*	
AFFILIATION: **JUNKERS** *(FORMERLY)*	



BIOGRAPHY:

After the Omnic Crisis, government officials gifted the Australian omnium and the surrounding area to the omnics that had nearly destroyed their country, hoping to establish a long-term peace accord. This arrangement permanently displaced Mako Rutledge and a large number of the Outback's residents, a scattered collection of survivalists, solar farmers, and people who just wanted to be left alone.

Furious over the loss of their homes, Mako and others turned to violent rebellion. They formed the Australian Liberation Front and struck against the omnium and its robot population to take back the lands that had been stolen. Events continued to escalate until the rebels sabotaged the omnium's fusion core, resulting in an explosion that destroyed the facility, irradiated the region, and littered the Outback with twisted metal and wreckage for kilometers around.

Mako watched as his home became an apocalyptic wasteland, and he was forever changed.

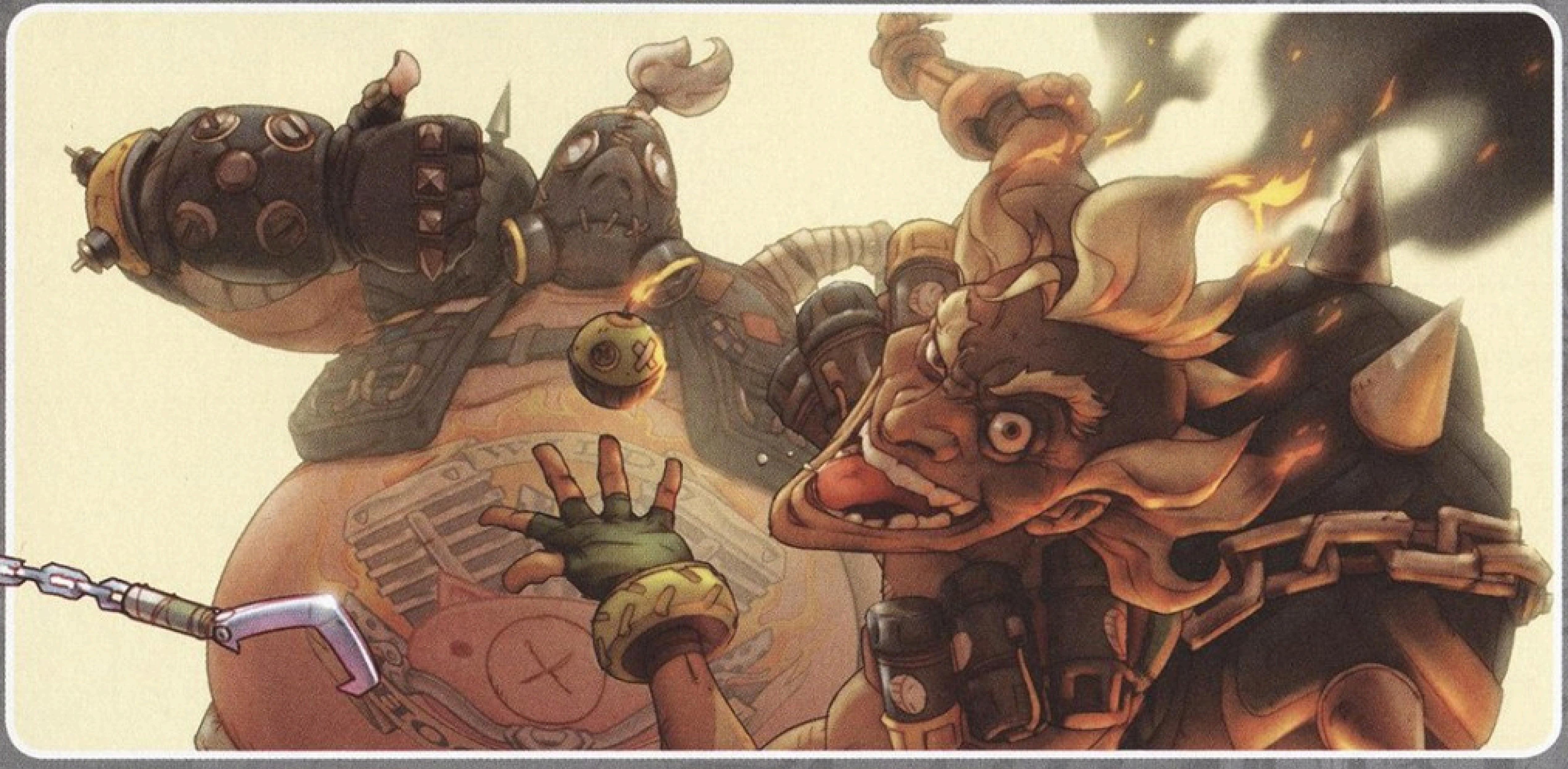
Adapting to his environment, he donned a mask and took to the broken highways of the Outback on his ramshackle chopper. Little by little, his humanity was forgotten. The last vestiges of Mako faded away, and the ruthless killer Roadhog was born.

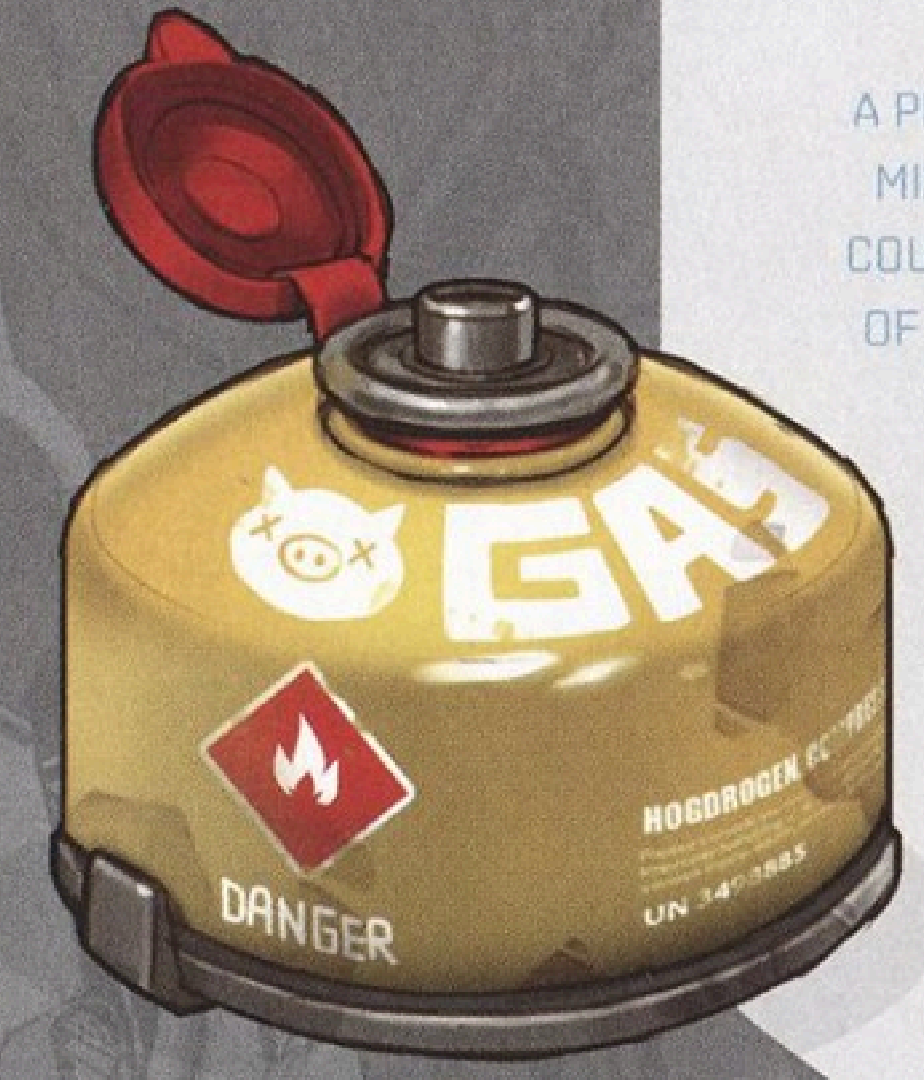
GAS

HOGDROGEN, COMPRESSED

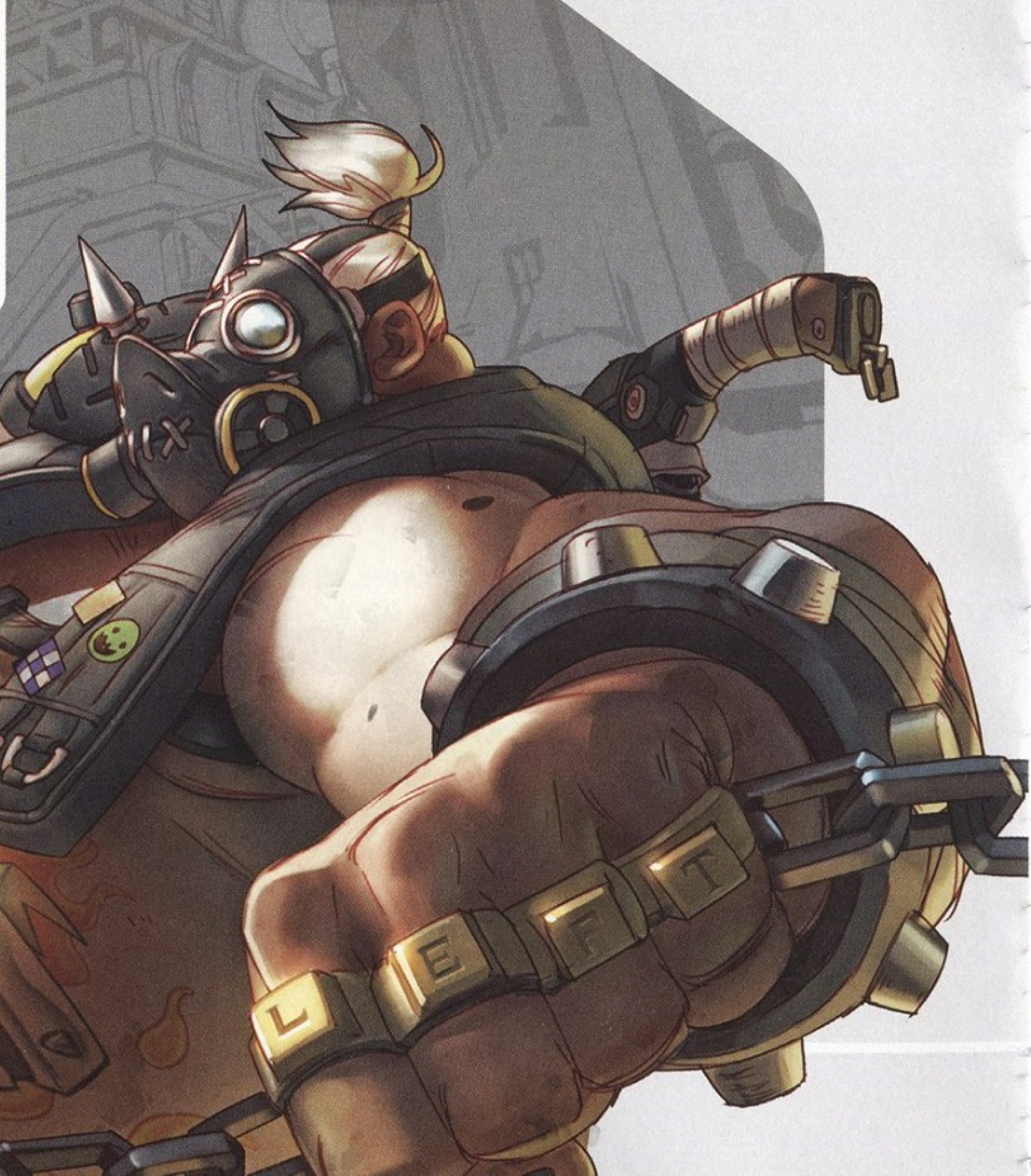
Please consult instructions before using. Improper handling of device and cause serious injury, death, or mass destruction

UN 3498885 2




GAS
DANGER
HOGDROGEN COMPRESS
UN 3498885

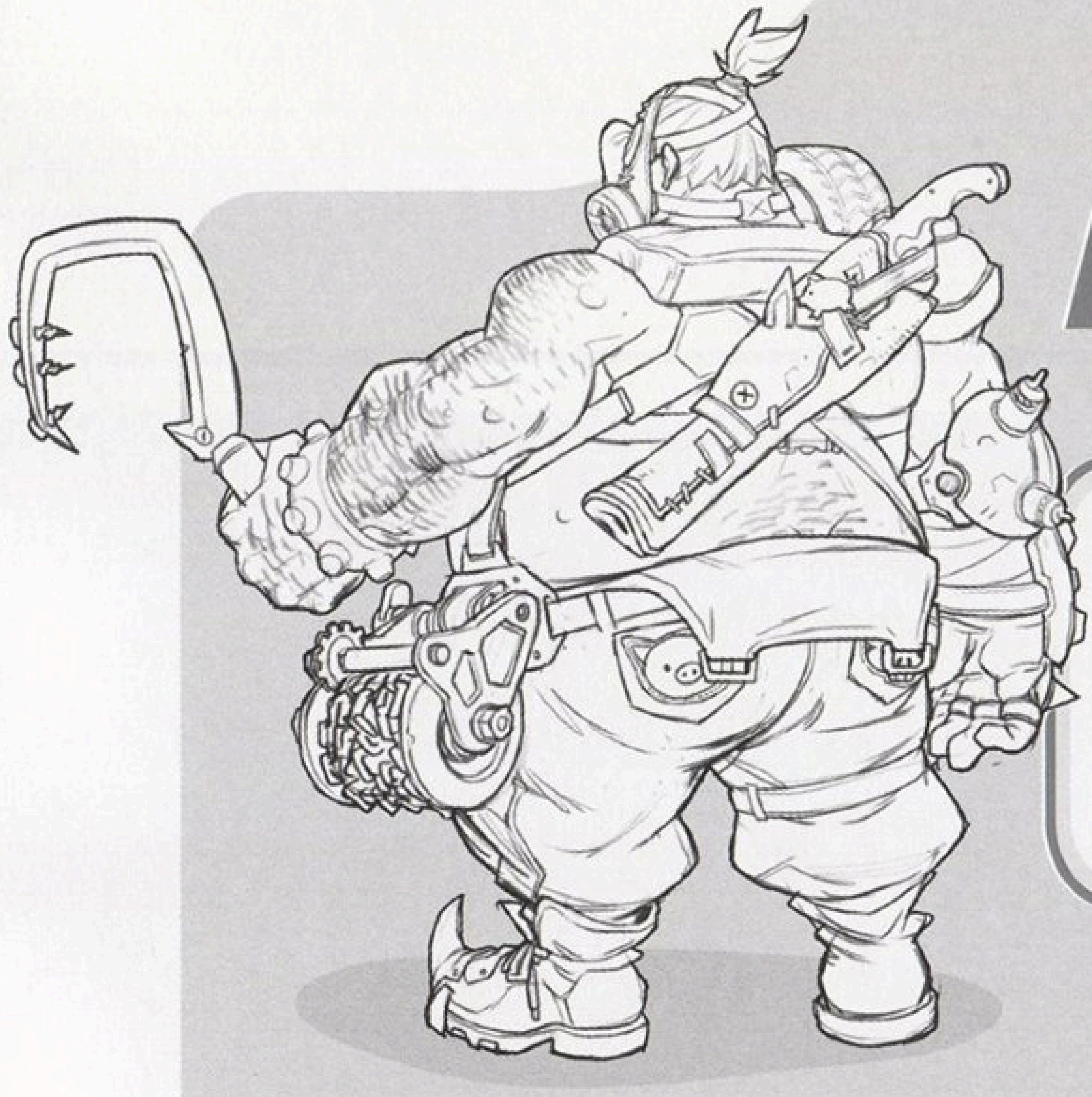
INHALER:
A PRESSURIZED CHEMICAL MIXTURE THAT HELPS TO COUNTERACT THE EFFECTS OF RADIATION EXPOSURE.

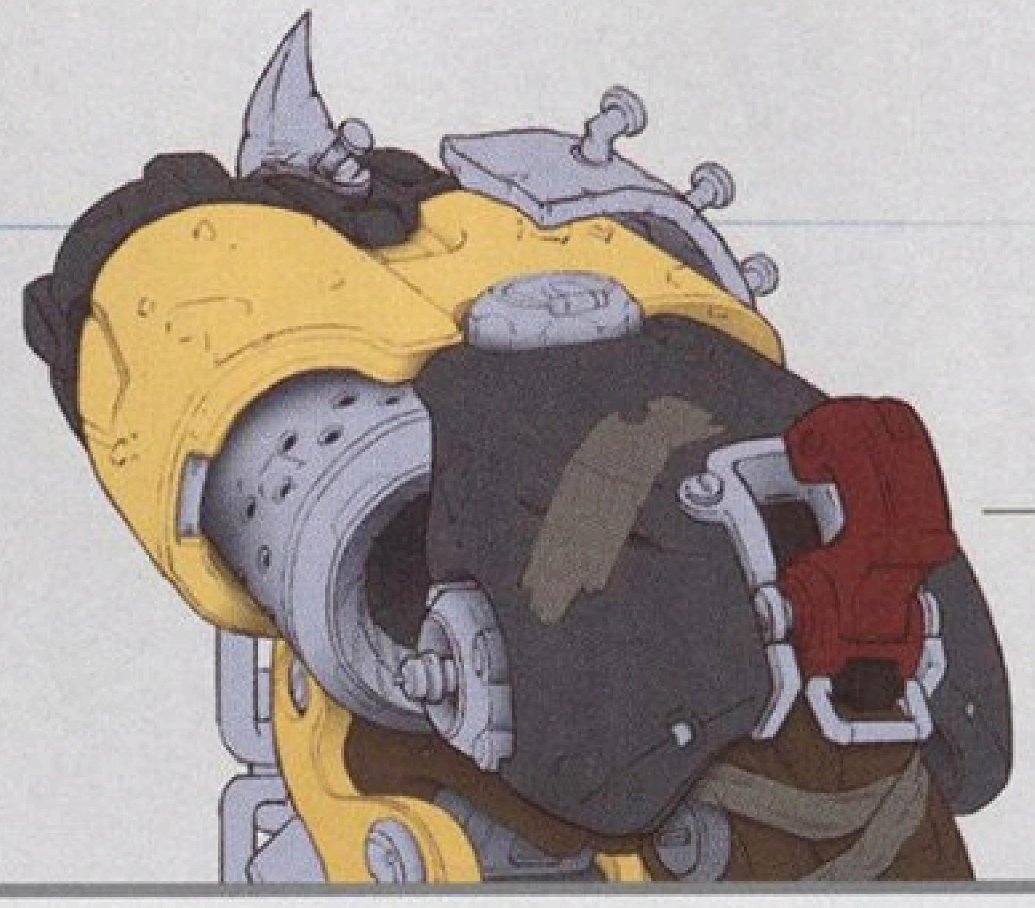


CHAIN HOOK:
USED TO ENSNARE FAR AWAY OBJECTS. RUSTY SPIKES MAY POSE TETANUS RISK.

HERO PROFILE:

ABILITIES





SCRAP GUN: CAN REPURPOSE ANY METALLIC SCRAP IN TO AMMUNITION.

WHOLE HOG >>> ULTIMATE ABILITY <<<

» After cramming a top-loader onto his Scrap Gun, Roadhog pours in ammo. For a short time, he can crank out a stream of shrapnel that knocks back enemies.

SCRAP GUN:

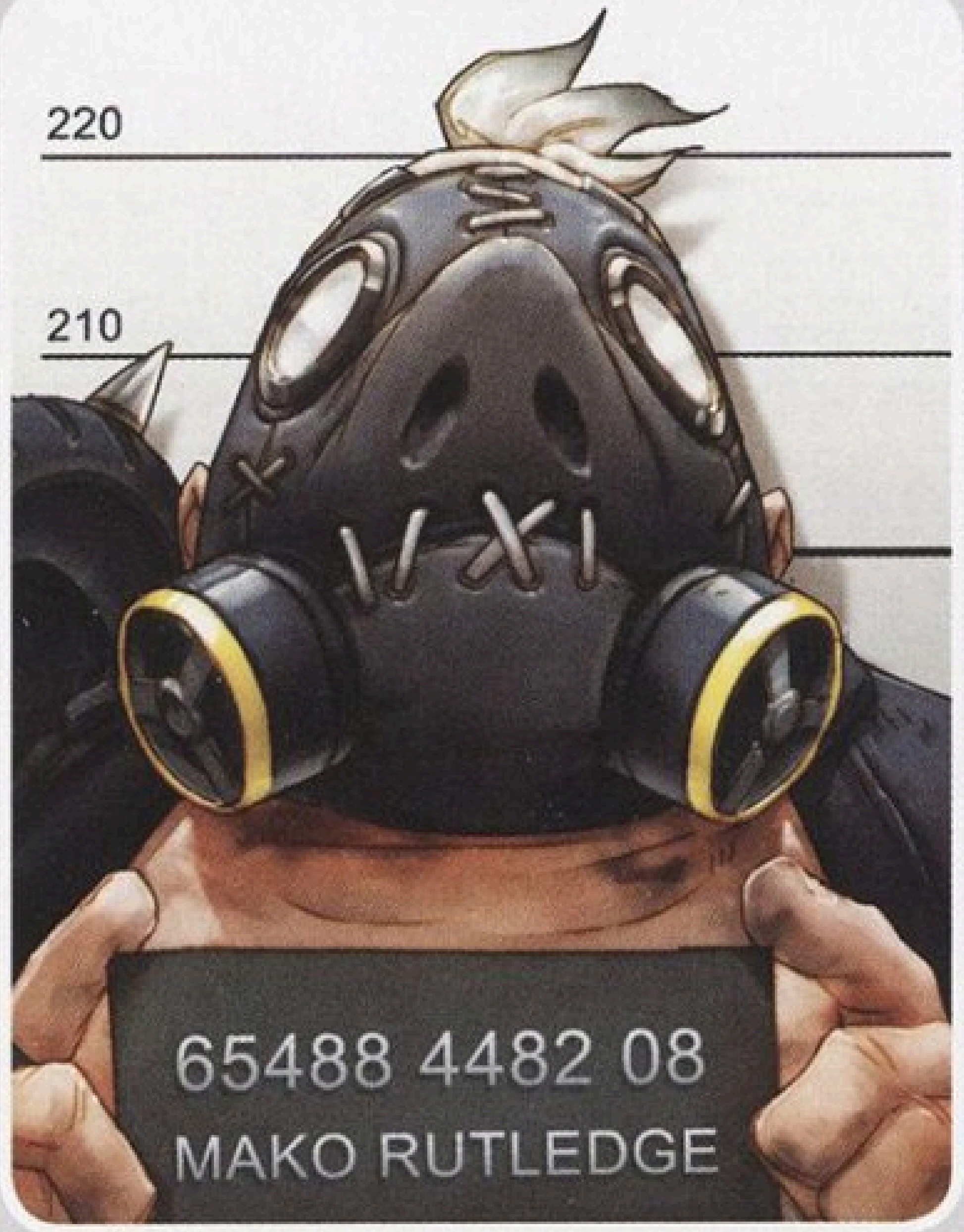
» Roadhog's Scrap Gun fires short-range blasts of shrapnel with a wide spread. Alternatively, it can launch a shrapnel ball that detonates farther away, scattering metal fragments from the point of impact.

TAKE A BREATHER:

» Roadhog restores a chunk of his health over a brief period of time.

CHAIN HOOK:

» Roadhog hurls his chain at a target; if it catches, he yanks them in to close range.



SOLDI 76

HERO PROFILE:

SOLDIER: 76

ROLE:
OFFENSE

NAME:
UNKNOWN

AGE:
N/A

OCCUPATION:
VIGILANTE

BASE OF OPERATIONS:
UNKNOWN

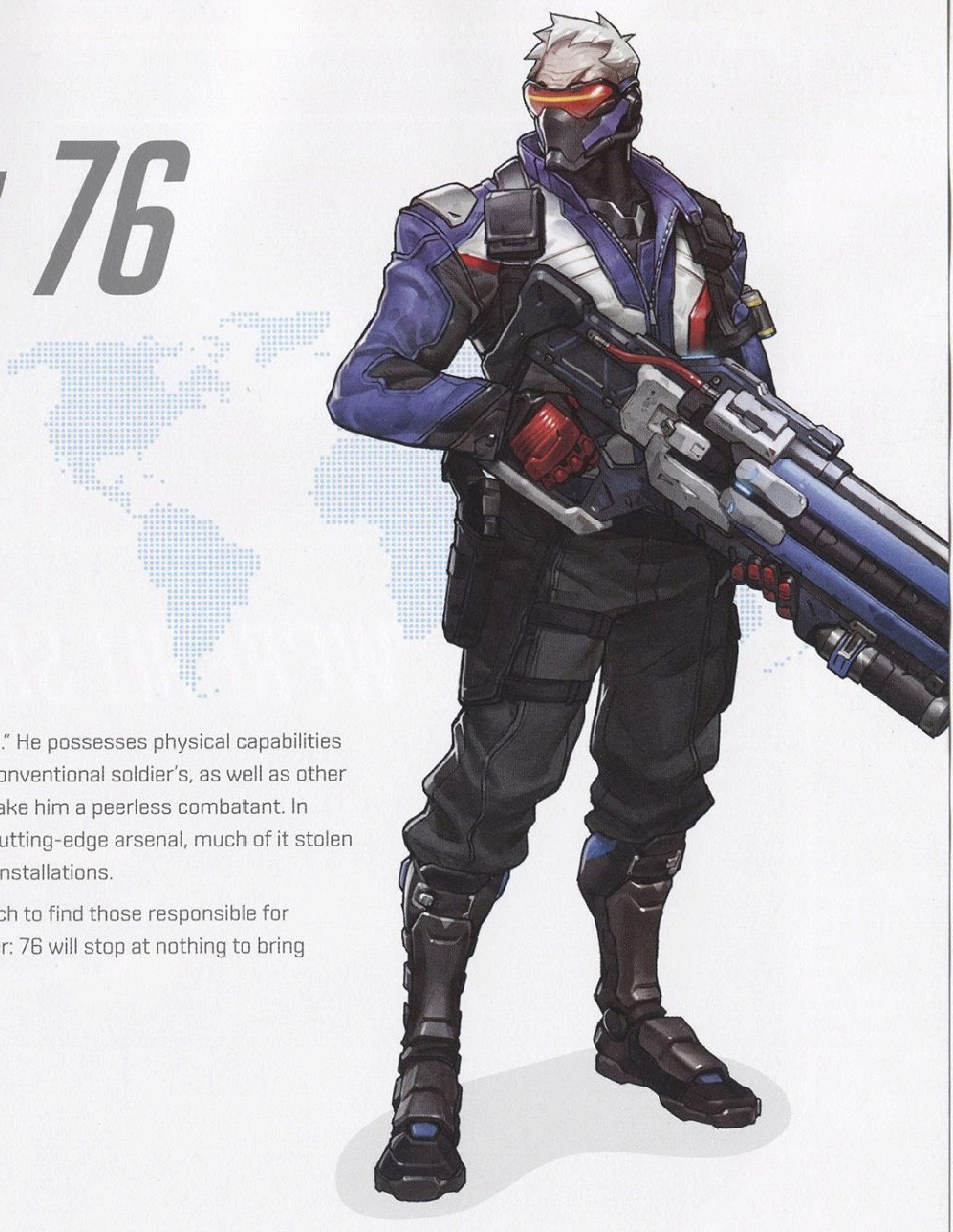
AFFILIATION:
OVERWATCH *(FORMERLY)*

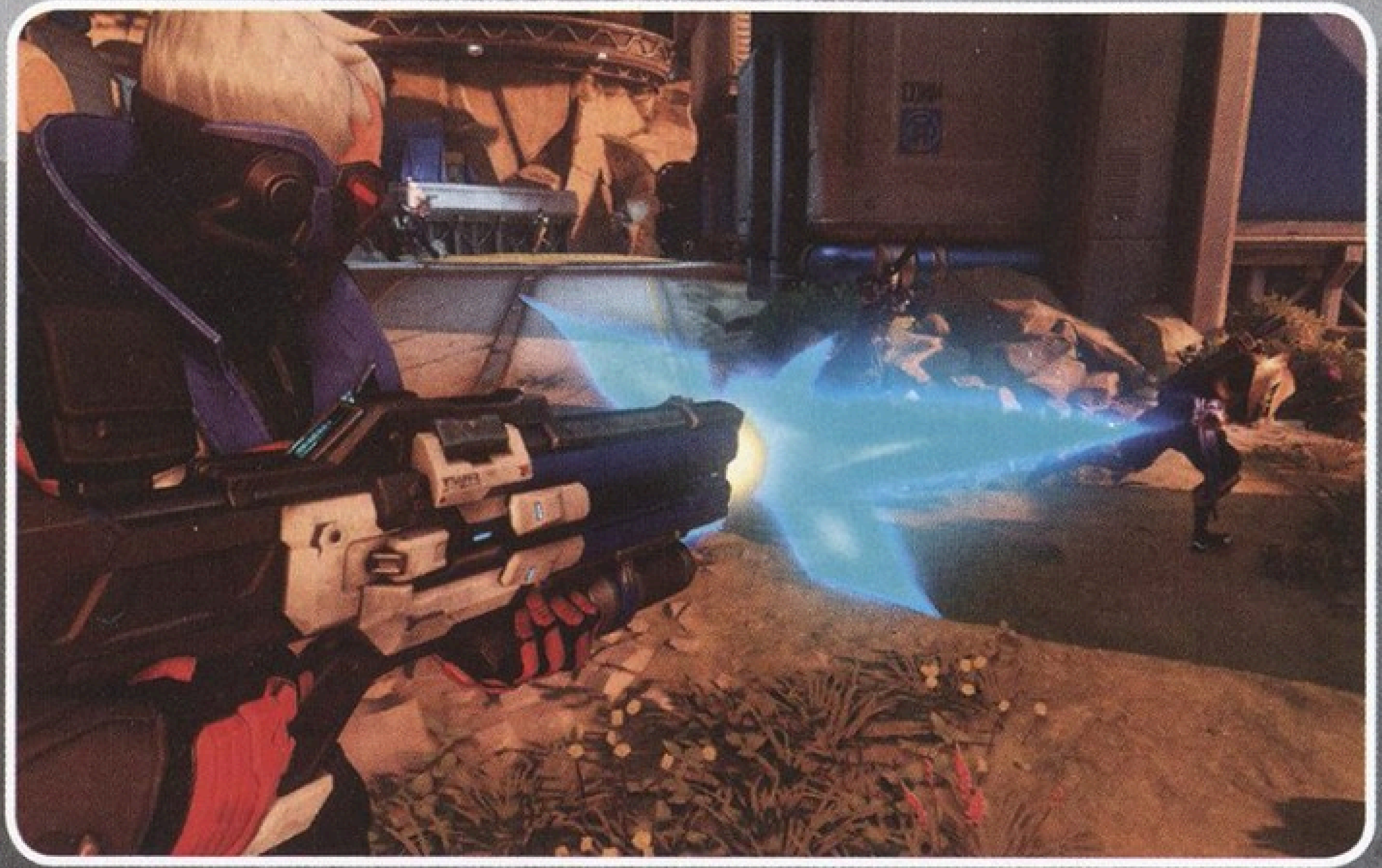
BIOGRAPHY:

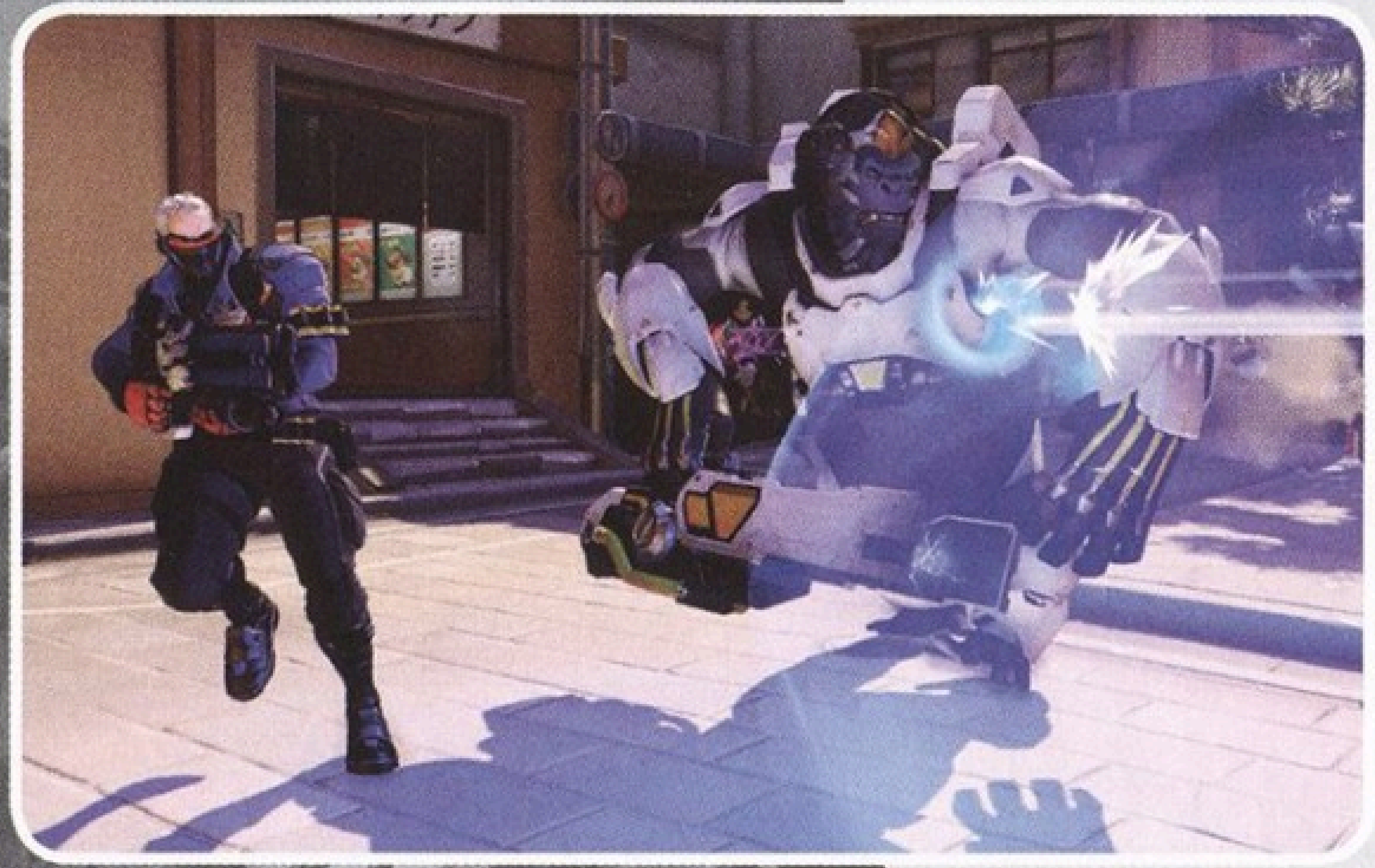
Soldier: 76 revealed himself in a string of attacks that crisscrossed the globe, targeting financial institutions, shadowy corporations, and secure Overwatch facilities. Though to the outside world his motives are inscrutable, there are those who claim that he is a former Overwatch agent, determined to shed light on the conspiracy that brought down the organization.

While his true identity remains a mystery, he is believed to have been trained as a member of the American "soldier enhancement program." He possesses physical capabilities exceeding those of a conventional soldier's, as well as other augmentations that make him a peerless combatant. In addition, he utilizes a cutting-edge arsenal, much of it stolen in raids on Overwatch installations.

Unrelenting in his search to find those responsible for Overwatch's fall, Soldier: 76 will stop at nothing to bring them to justice.

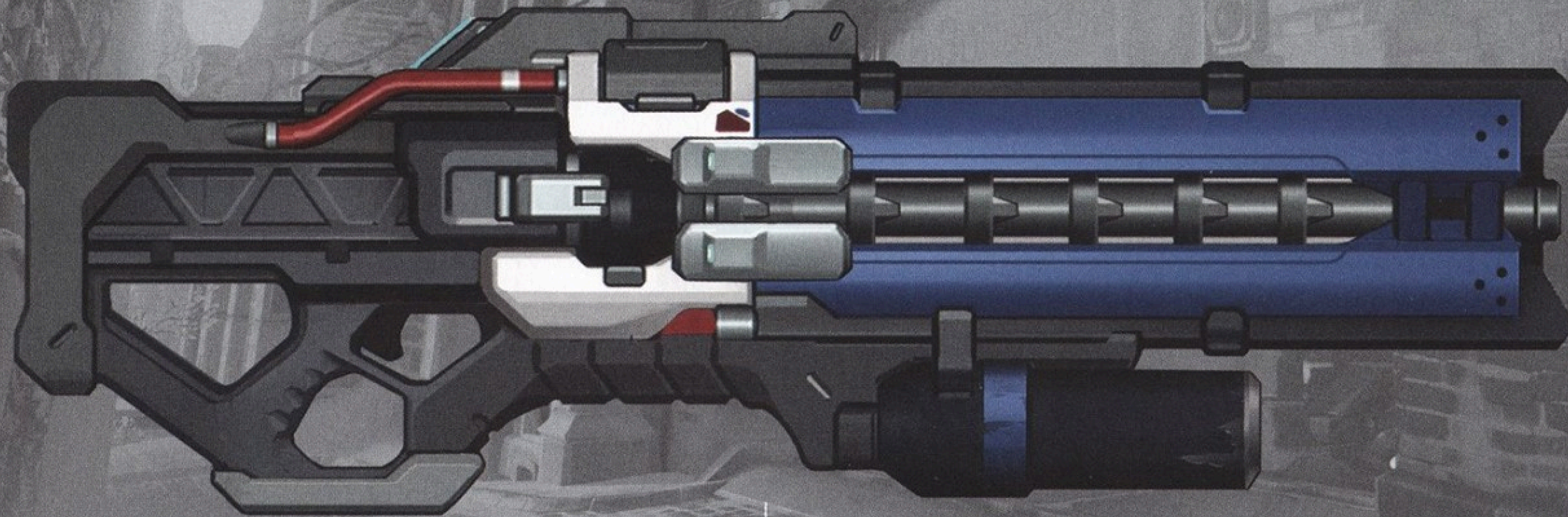




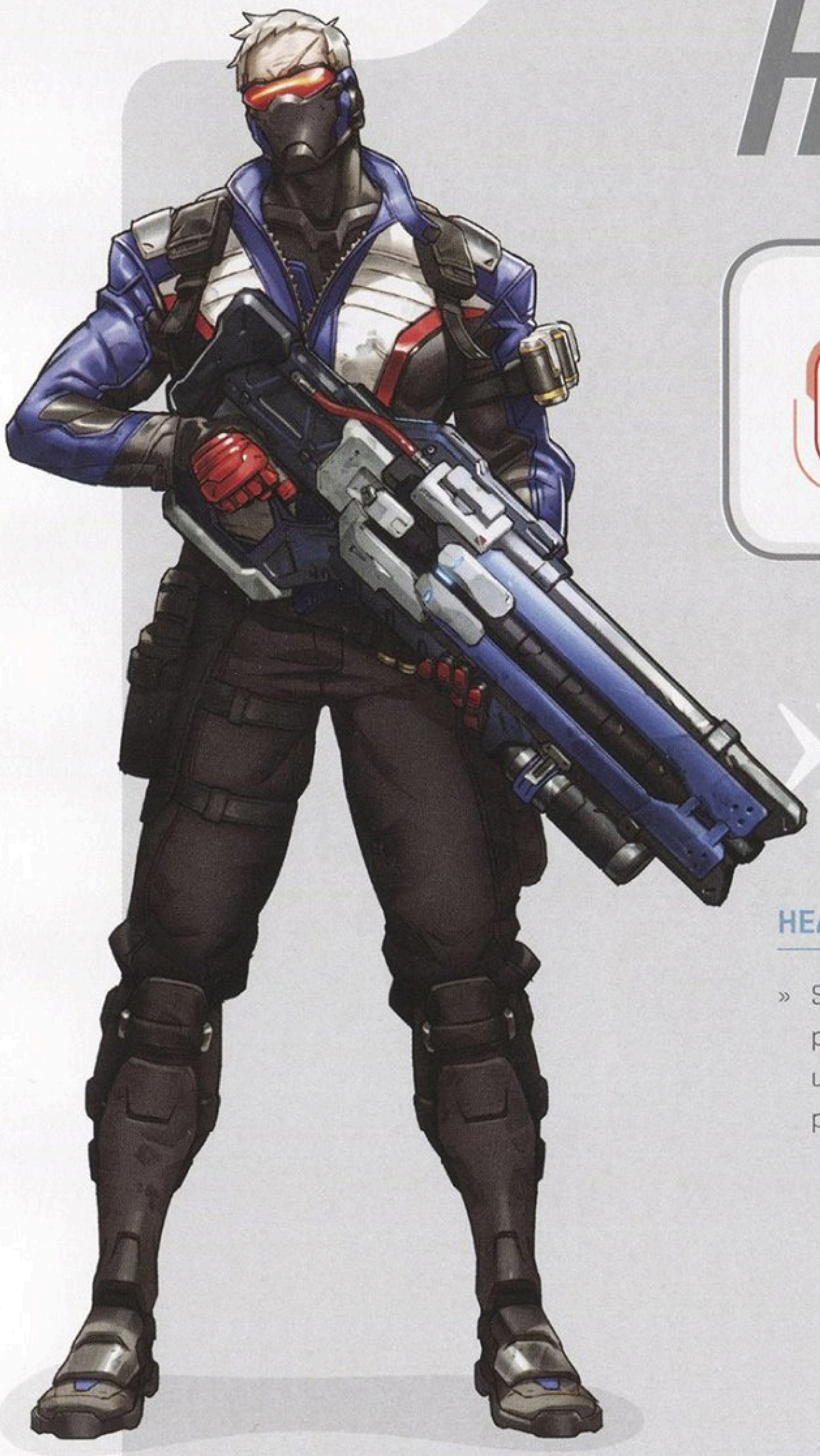


HELIX ROCKETS:
ANGLED FINS ALLOW
PROJECTILES TO
TRAVEL IN HELICAL
TRAJECTORY.

"WE'RE ALL SOLDIERS NOW."



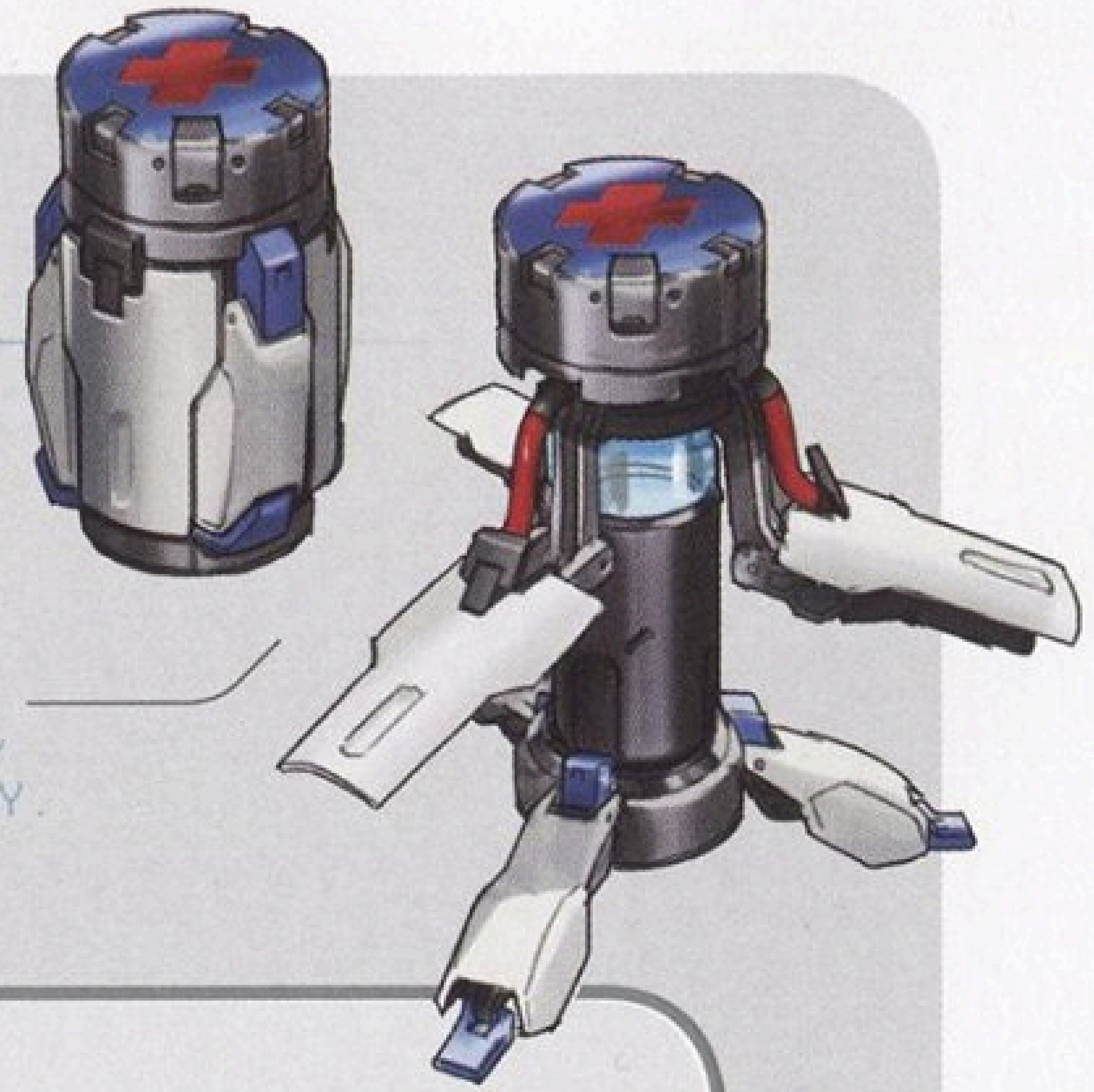
HEAVY PULSE RIFLE:
RECOIL COMPENSATION ALLOWS FOR
ACCURATE SUSTAINED FIRE.



TACTICAL VISOR:
DYNAMIC HEADS-UP DISPLAY
ALLOWS FOR PRECISE AIMING.

HERO PROFILE:

ABILITIES



BIOTIC FIELD:
CREATES BIOTIC HEALING AREA,
ACCELERATING COMBAT RECOVERY .

TACTICAL VISOR >>> ULTIMATE ABILITY <<<

» Soldier: 76's pinpoint targeting visor "locks" his aim on the threat closest to his crosshairs. If an enemy leaves his line of sight, Soldier: 76 can quickly switch to another target.

HEAVY PULSE RIFLE:

» Soldier: 76's rifle remains particularly steady while unloading fully-automatic pulse fire.

HELIX ROCKETS:

» Tiny rockets spiral out of Soldier: 76's Pulse Rifle in a single burst. The rockets' explosion damages enemies in a small radius.

SPRINT:

» Whether he needs to evade a firefight or get back into one, Soldier: 76 can rush ahead in a burst of speed. His sprint ends if he takes an action other than charging forward.

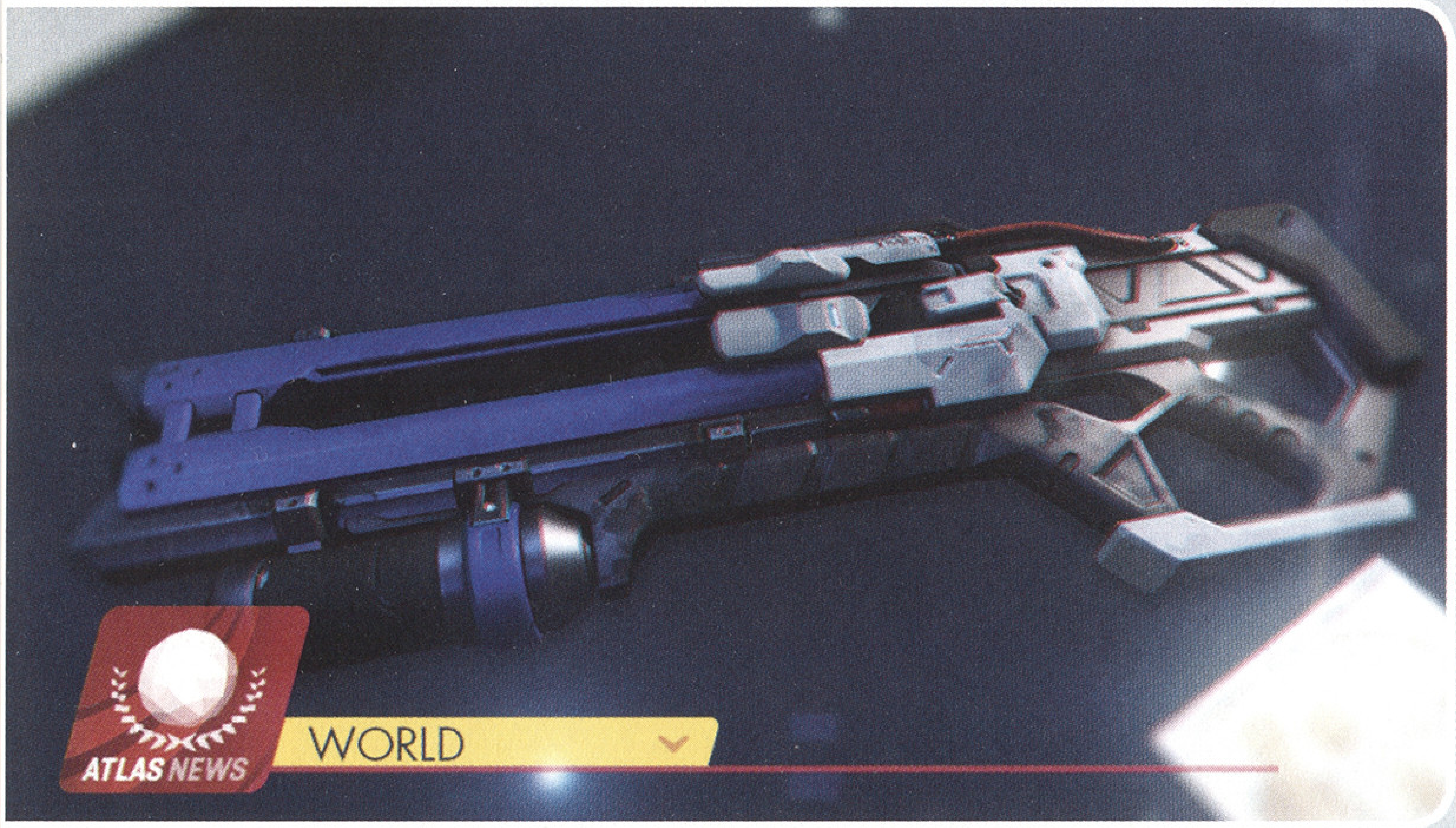
BIOTIC FIELD:

» Soldier: 76 plants a biotic emitter on the ground. Its energy projection restores health to 76 and any of his squadmates within the field.

WATCHPOINT: GRAND MESA

EXPERIMENTAL WEAPON STOLEN FROM WATCHPOINT: GRAND MESA

OFFICIALS CONFIRM CONNECTION TO EARLIER INCIDENTS


ATLAS NEWS
WORLD

GRAND JUNCTION, CO – A masked intruder has attacked a former Overwatch facility, injuring a number of private security guards and stealing military equipment.

According to United States government spokesperson Marc Guerra, the incident occurred around 4 a.m. local time on Monday at Watchpoint: Grand Mesa, a remote facility in Colorado's Rocky Mountains. Helix Security International personnel who were stationed at the former Overwatch base engaged in a firefight with the attacker, but they failed to apprehend him.

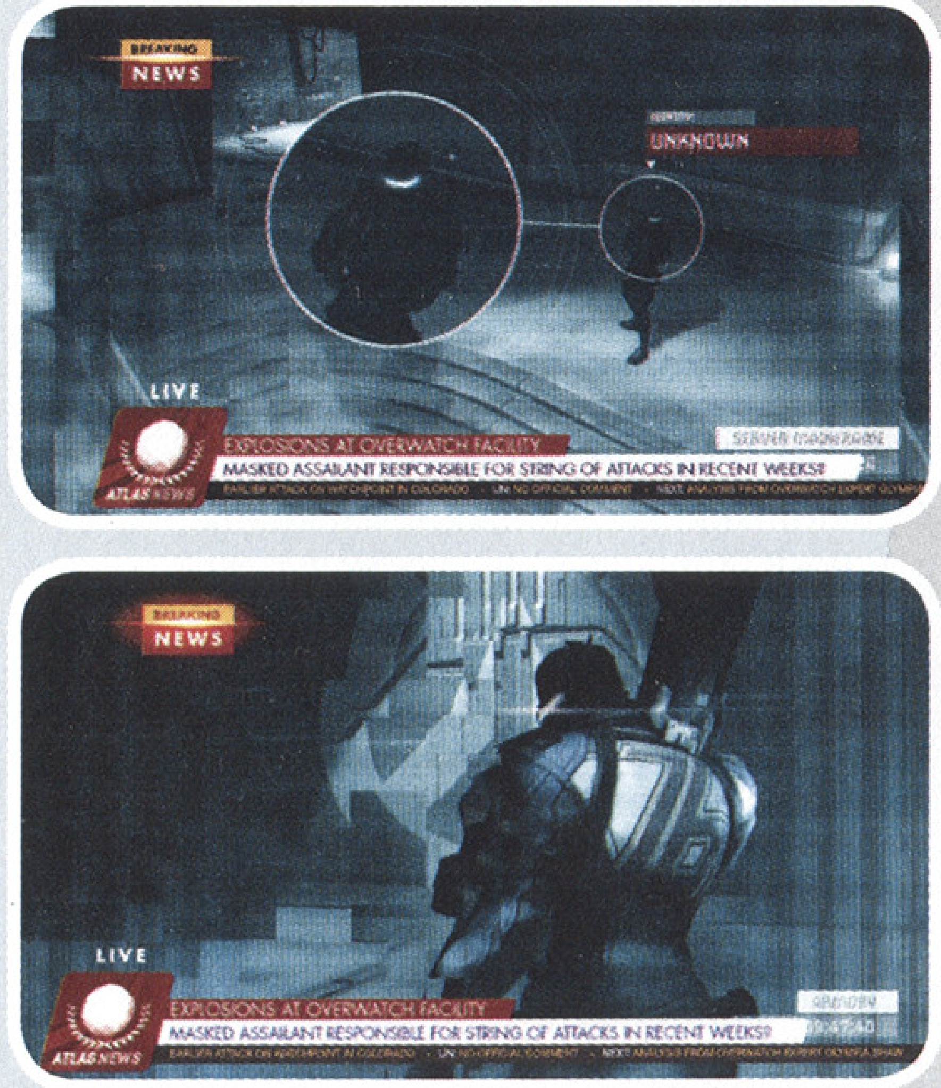
One of the guards, speaking on condition of anonymity, claimed that the assailant possessed speed and strength beyond anything "a normal person" should be capable of. "He was a professional," the guard also said. "Confident. Surgical. Had all the hallmarks of someone with advanced military training."

No deaths were reported. Several Helix employees are being treated for non-life-threatening injuries.

This event comes after a week during which multiple former Overwatch bases were targeted. In each case, the intruder stole experimental weaponry and other military equipment from the facilities. Guerra has confirmed that similar items were taken from Watchpoint: Grand Mesa, including a prototype for a heavy pulse rifle.

"This is a highly advanced weapon, originally developed by Overwatch," Guerra said. "We believe the assailant intends to sell it on the black market. Our greatest fear is that it could end up in the hands of a terrorist group or a rogue nation."

Guerra would not comment on the intruder's identity, which remains a mystery. However, he stated that the assailant is connected with a series of recent attacks at financial institutions and corporate buildings around the country. "Multiple US government agencies are working together to track down this dangerous individual," Guerra said. "Rest assured that we will bring him to justice."


BREAKING
NEWS
UNKNOWN
LIVE
ATLAS NEWS
EXPLOSIONS AT OVERWATCH FACILITY
MASKED ASSAILANT RESPONSIBLE FOR STRING OF ATTACKS IN RECENT WEEKS?
BREAKING
NEWS
LIVE
ATLAS NEWS
EXPLOSIONS AT OVERWATCH FACILITY
MASKED ASSAILANT RESPONSIBLE FOR STRING OF ATTACKS IN RECENT WEEKS?

▲ IN THE EARLY HOURS OF MORNING, A MASKED INTRUDER ATTACKED A FORMER OVERWATCH FACILITY STEALING MILITARY EQUIPMENT.

FADING GLORY

ON THE TRAIL OF JACK MORRISON

By Olympia Shaw

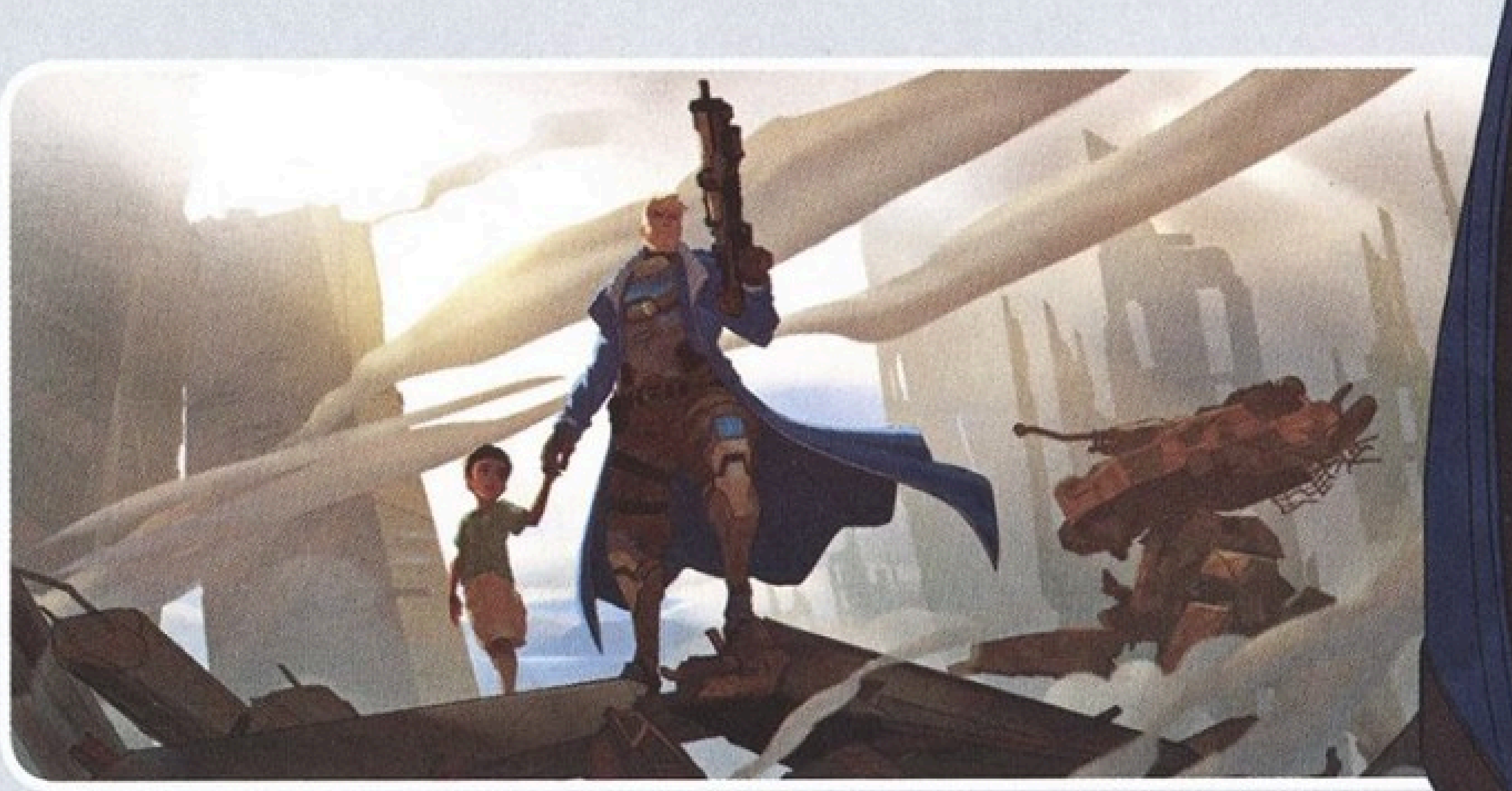
I remember the day Jack Morrison died. It was the day the world lost a hero.

Like other members of the so-called "Overwatch Generation," I spent my childhood looking up to Morrison. He taught me that heroes were real. He made me believe that even I could be one. When he died under mysterious circumstances six years ago, I felt as if a part of my childhood died with him.

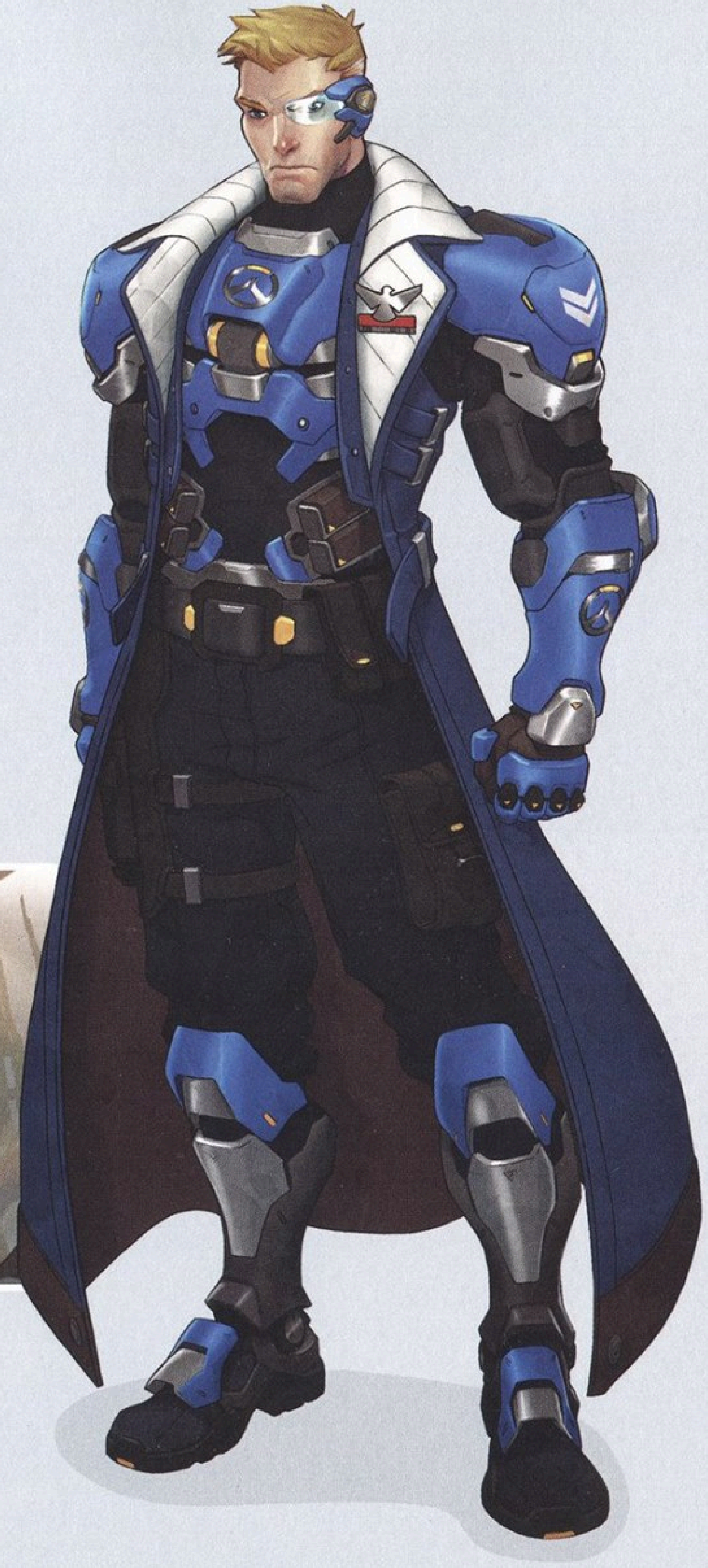
The details about his death have always remained few and far between, a strange fact, given that he was such a public figure. Maybe that's why after all this time, I find myself looking back at Morrison's life and asking the big question: what really happened to the man who defined my generation?

Traveling through rural Indiana, I find it easy to forget that a monumental figure like Jack Morrison came from such a tranquil, time-lost place. A sea of green and gold cornstalks stretches from horizon to horizon. There is no wind, no sound save the buzz of a few lonely insects. On the rare occasions when I cross paths with other living souls, they describe young Morrison in different ways. He was a rambunctious youth. A humble, salt-of-the-earth farmer's son. But these people all agree on one thing: Morrison was never destined to live out his days in the land of rolling plains and deep blue skies.

At eighteen, Morrison packed his bags and joined the military. He had planned to serve a brief stint in the armed forces and then return home to the family farm, but his work ethic and courage caught the eye of the military brass. Before long, he earned a coveted position in the government's controversial and still-classified (but widely acknowledged) "soldier enhancement program." Military scientists shaped Morrison and other inductees into the perfect soldiers, blessed with superhuman speed, strength, and agility.



Morrison and his fellow augmented soldiers would soon put their abilities to use with the advent of the Omnic Crisis. Across the globe, the omniums went rogue and churned out legions of militarized robots. The world reeled at the appearance of this new enemy. The omniums and their robot



populations had originally been built to bolster manufacturing and create economic equality worldwide. Now, these marvels of modern science sought to overthrow the human race, posing one of the greatest threats to the survival of our species since the Cold War of the 20th century.

As governments tried and failed to neutralize the machines, the United Nations was busy forming an international task force called Overwatch. This small, experimental group would bring together the best and brightest from around the world to wage asymmetrical warfare against the robots. Overwatch's short list of prospective agents included two members of the soldier enhancement program: Morrison and Gabriel Reyes, a senior officer. Reyes, a hardened and highly respected veteran, grew up about as far from rustic Indiana as you could get—the sprawling urban melting pot of Los Angeles. Despite their differences, the two soldiers became friends. Their decision to join Overwatch together would change the world, for good and for bad.

Leadership of Overwatch fell to Reyes, but Morrison would have a greater impact on the group in the long term. He brought out the best in the people around him and helped mold Overwatch's diverse (and sometimes conflicting) agents into a cohesive fighting force. In unity, they found the strength to defeat the robots and end the Omnic Crisis.

"Even I had my doubts about whether Overwatch would succeed," UN Under-Secretary-General Gabrielle Adawe, one of Overwatch's key architects, said shortly after the end of the Omnic Crisis. "But Morrison never gave up hope.

▼ THE FIRST MEMBERS OF OVERWATCH, INSTRUMENTAL IN PUSHING BACK THE FORCES OF THE OMNIC CRISIS. FROM LEFT TO RIGHT: ANA AMARI, GABRIEL REYES, TORBJÖRN LINDHOLM, JACK MORRISON, AND REINHARDT WILHELM.

TH
STOP
STOP
DOWN WITH OVERWATCH
STOP
WE DON'T WANT TO BE WATCH
STOP
JACK MOR
TRAITO
NO
OP
CHING

▲ OVERWATCH WAS BROUGHT LOW BY A SERIES OF SHOCKING ALLEGATIONS: CORRUPTION AND MISMANAGEMENT; WEAPONS PROLIFERATION; HUMAN RIGHTS ABUSES; AND MORE.

He didn't just meet our expectations for what Overwatch and its agents could achieve; he shattered them."

The UN rewarded Morrison for his contributions by making him Overwatch's first official commander. Reyes was passed over in the process, and it created a rift between the two men that would lead to tragic consequences.

After the Omnic Crisis, Overwatch experienced a meteoric rise in prominence. New funding and resources gave the now-public organization far-reaching global influence. The world celebrated Overwatch's agents as heroes, but none more so than Morrison. He became the face of Overwatch, a symbol of hope and promise, from the cobblestone streets of King's Row to the sweltering night markets of Bangkok.

Strike Commander Morrison envisioned a bright new future for humanity. Under his leadership, Overwatch served as a global peacekeeping force and an engine for innovation, making advances in scientific fields as varied as space exploration and medical research. But even as Overwatch grew in power, Morrison stayed dedicated to the people around him. He trained new agents, instilling in them Overwatch's noble goals and ideals. At Morrison's memorial service, Reinhardt Wilhelm, one of the group's original members, said, "He devoted everything he was to Overwatch. He was our moral compass. Our inspiration. Our friend."

Morrison and his peers ushered in an unprecedented era of peace and prosperity, but it was not to last. Two decades after Overwatch ended the Omnic Crisis and saved humanity, it was brought to its knees by a series of shocking allegations: negligence resulting in high-profile mission failures; corruption and mismanagement; weapons proliferation; human rights abuses; and more.

A special UN committee launched a lengthy and highly secretive investigation into the claims. This inquiry would lead to the dismantling of Overwatch, and its once-beloved agents would become objects of derision and suspicion in the media. But before all of that could happen, another tragedy would rock Overwatch and serve as the troubled organization's death rattle.

As the UN investigation proceeded, Overwatch's Swiss headquarters was destroyed in an apparent accident. Among the casualties were Morrison and Reyes. The UN has steadfastly maintained that there was no foul play behind this event. However, an anonymous source has given me access to classified UN debriefings and other data that paint a different picture of Overwatch's final days.

These records indicate that a rebellion tore the group apart from within. On one side was Morrison, determined to hold together what remained of Overwatch. On the other side was Reyes, whose agenda remains unknown to this day. A battle raged between these men deep within Overwatch's base. At some point, their fighting triggered an explosion that destroyed the facility and sent the dreams of an entire generation up in flames.

According to Overwatch's former agents, this outcome was inevitable. "After Morrison's promotion to strike commander, his relationship with Reyes changed," Dr. Angela Ziegler, medical director of Overwatch, stated during a UN committee hearing. "The tension became more pronounced as time went on. I tried to mend things. We all did. Sometimes when the closest bonds break, all you can do is pray you stay out of the cross fire."

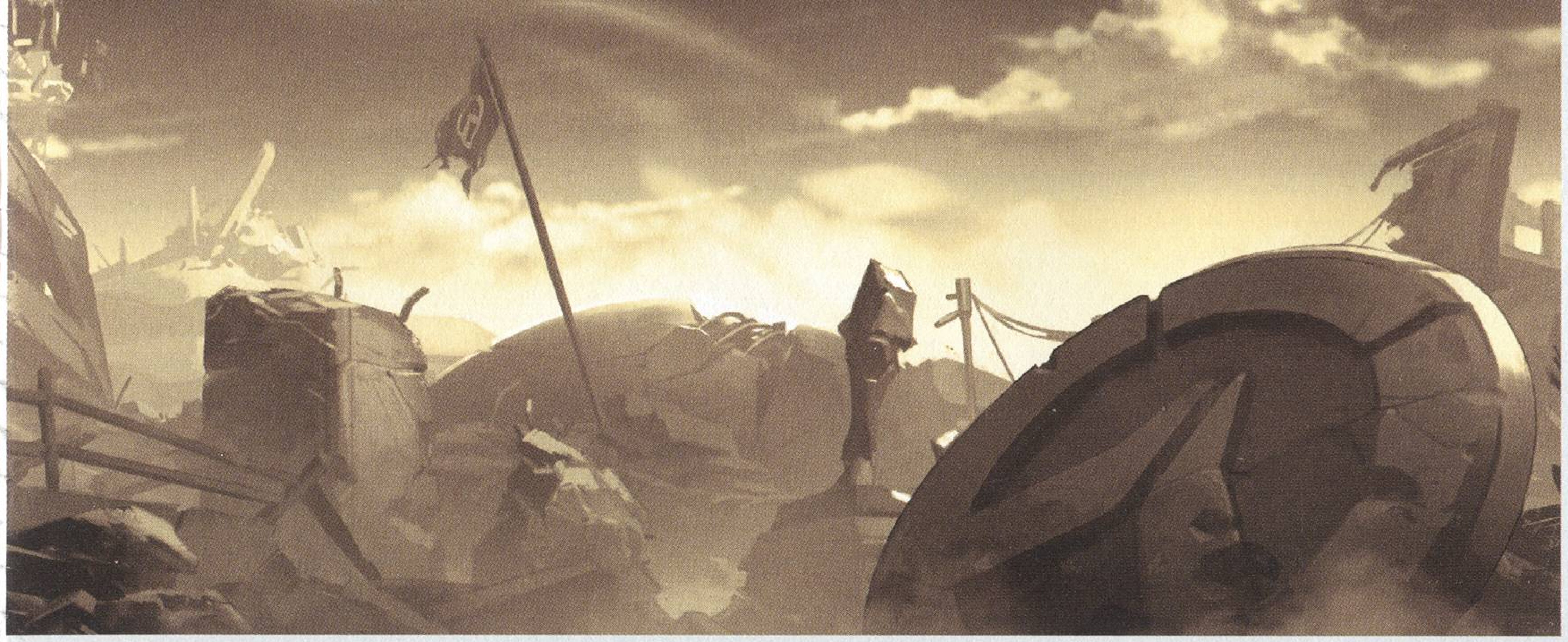
The UN data goes on to disclose something even more disturbing: Morrison's body was never recovered.

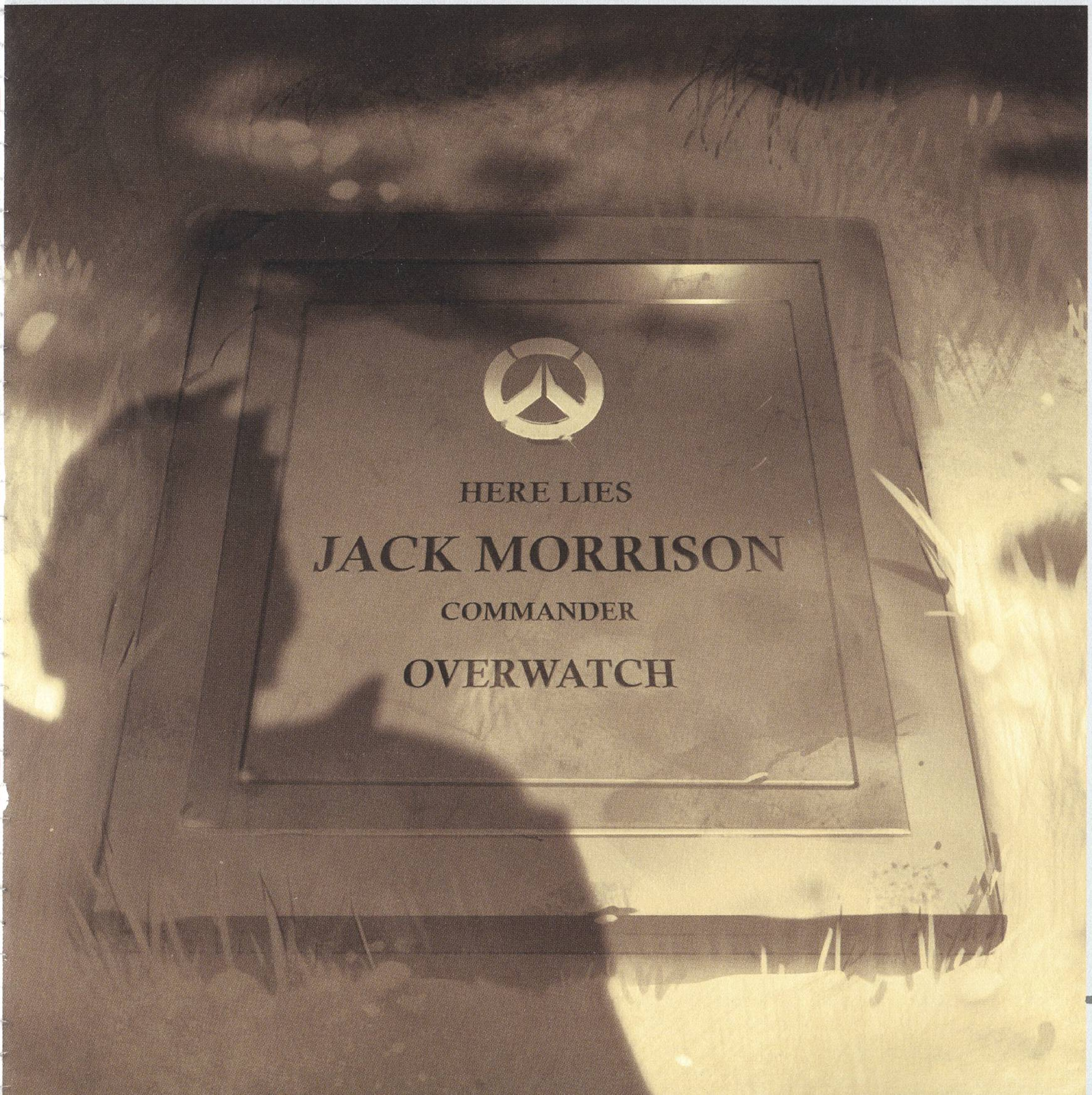
This revelation could explain a recent string of high-profile robberies and attacks that have dominated the news. A masked vigilante whom authorities have named "Soldier: 76" is considered the prime suspect in these incidents. In addition to bombing corporate offices and financial institutions in the United States, this individual has breached a number of former Overwatch bases. Soldier: 76 has stolen valuable technologies from these sites, including experimental weaponry, causing untold damages in the process.

I've heard my share of theories that Soldier: 76 is Jack Morrison—theories I once would have discounted as fiction. But based on everything I've seen, I now believe these claims are true.

UN officials have declined to comment on Soldier: 76's identity. However, security personnel who were present at the former Overwatch base break-ins described the attacker as someone well versed in covert ops tactics. Surveillance footage of Soldier: 76 shows him performing superhuman feats of strength and endurance. At my request, noted forensic expert Amir Nejad, PhD, analyzed this footage. He determined that Soldier: 76 is precisely the same height and build that Morrison was in his last public appearance.

If Soldier: 76 is indeed Morrison, what is he doing, and why?





The veracity of the allegations leveled against Overwatch years ago remains a point of contention. Some historians and political pundits have questioned the motivations of those who first made the corruption charges against the group. Is Soldier: 76 on a mission to avenge the fall of Overwatch and restore its name? Is he trying to uncover a vast conspiracy that discredited and destroyed Overwatch? Or is he simply a bitter old soldier, clinging to lost glory and fighting a phantom war that he believes is still raging?

Even I, a child of the Overwatch Generation, know that the more altruistic of these scenarios are the stuff of fantasy. Soldier: 76's reckless activities, his willingness to put the lives of innocents at risk, prove that he is not driven by noble intentions. He is just a man acting in his own interests, another villain in league with the despots and international crime lords who terrorize our communities on a daily basis.

Standing before Jack Morrison's grave in Arlington National Cemetery, I'm reminded of rural Indiana's quiet serenity. Like the sea of cornstalks, neat rows of ivory tombstones seem to go on forever in all directions.

In this place of reflection and bittersweet remembrance, I realize all the more that Soldier: 76 is not the Jack Morrison I knew from my childhood. The Morrison I knew wouldn't hide behind a mask. He wouldn't plant bombs and steal weapons while the world suffered through another year of war and heartache.

That Morrison was buried here years ago. All that's left is the shadow of the hero we once knew.

SYMMETRA

"THE TRUE ENEMY OF HUMANITY IS DISORDER."

HERO PROFILE:

SYMMETRA

ROLE:	SUPPORT
NAME:	SATYA VASWANI
AGE:	28
OCCUPATION:	ARCHITECH
BASE OF OPERATIONS:	UTOPAEA, INDIA
AFFILIATION:	VISHKAR CORPORATION

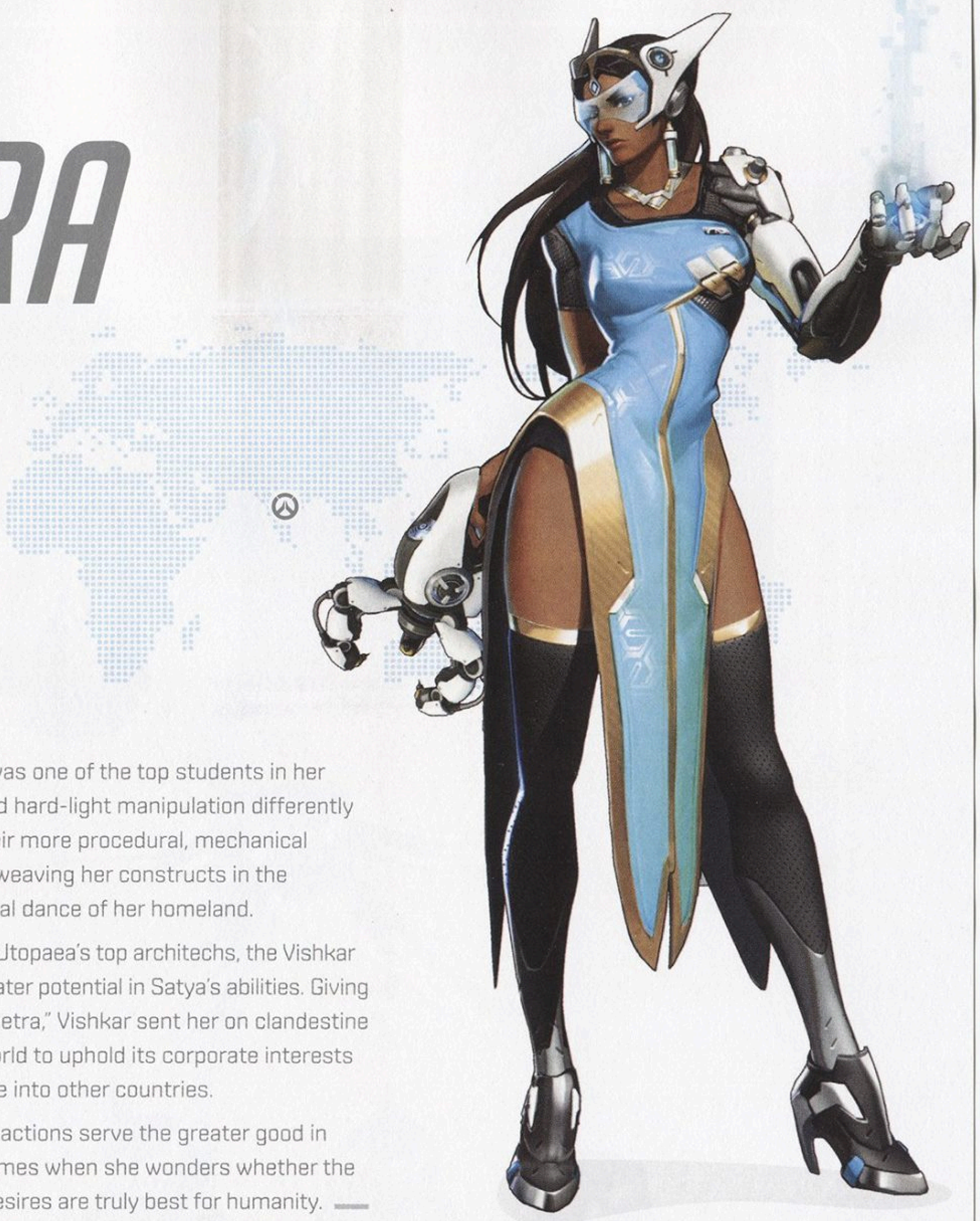
BIOGRAPHY:

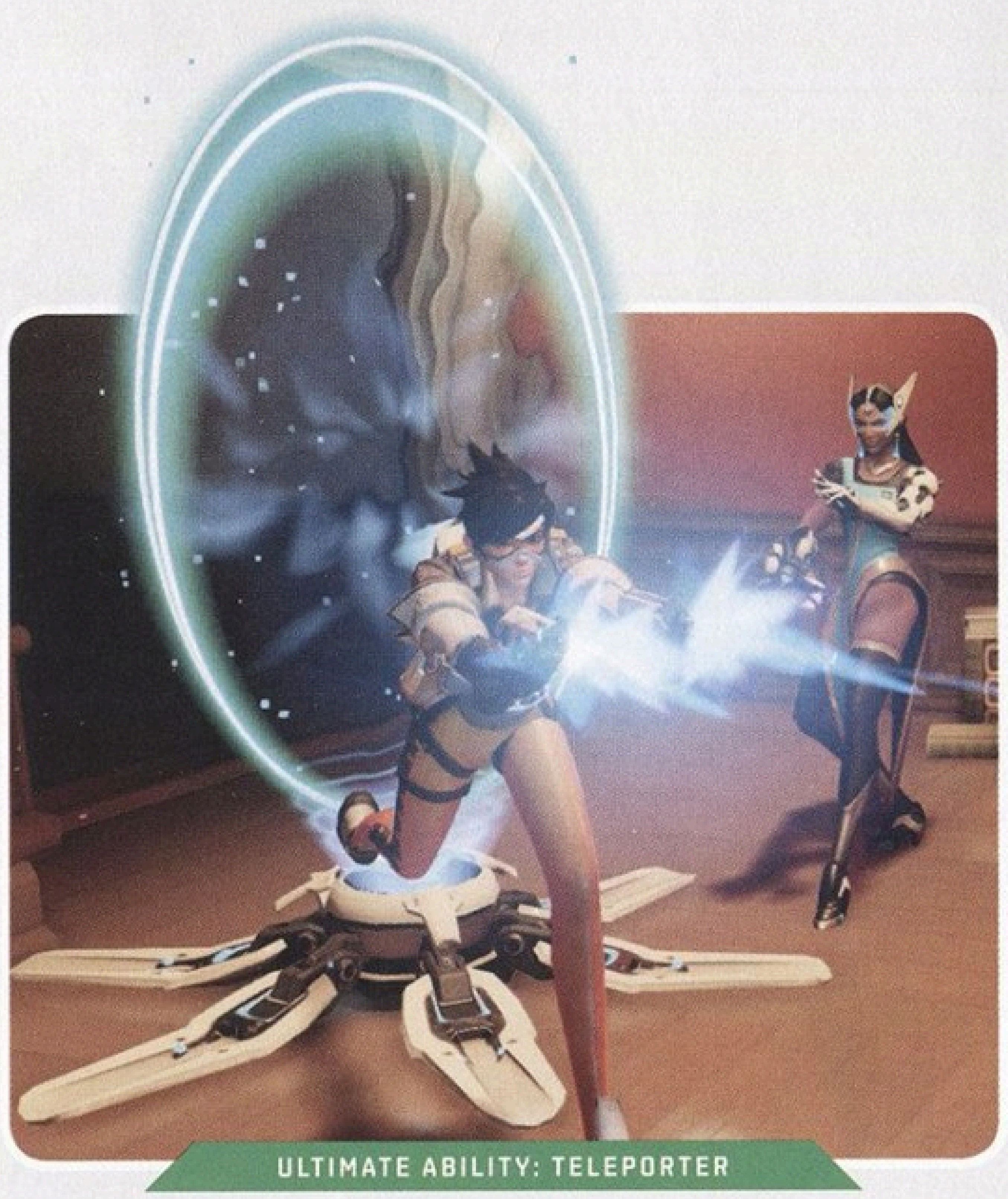
Following the Omnic Crisis, the Vishkar Corporation of southern India began the laborious process of creating new, self-sustaining cities to house the nation's displaced population. One such city, Utopaea, was created using radical hard-light technology that enabled its architechs to shape the city's streets, utilities, and living spaces in the blink of an eye.

After she was identified as one of the few capable of becoming a light-bending architech, young Satya Vaswani was plucked from extreme poverty and placed in the care of Vishkar's architech academy, never to return home. Isolated and lonely in her new life, Satya immersed herself in her education and training. She quickly grasped the applications of the technology and was one of the top students in her class. Satya approached hard-light manipulation differently than her peers, with their more procedural, mechanical constructions, instead weaving her constructs in the motions of the traditional dance of her homeland.

Though she was one of Utopaea's top architechs, the Vishkar Corporation saw far greater potential in Satya's abilities. Giving her the moniker "Symmetra," Vishkar sent her on clandestine missions around the world to uphold its corporate interests and expand its influence into other countries.

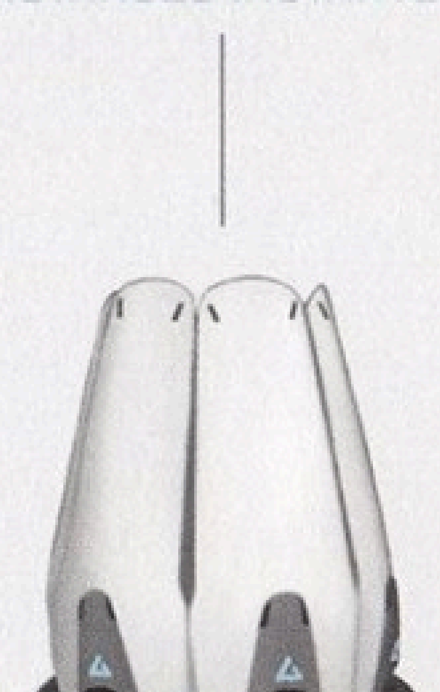
Symmetra believes her actions serve the greater good in society. But there are times when she wonders whether the control and order she desires are truly best for humanity.

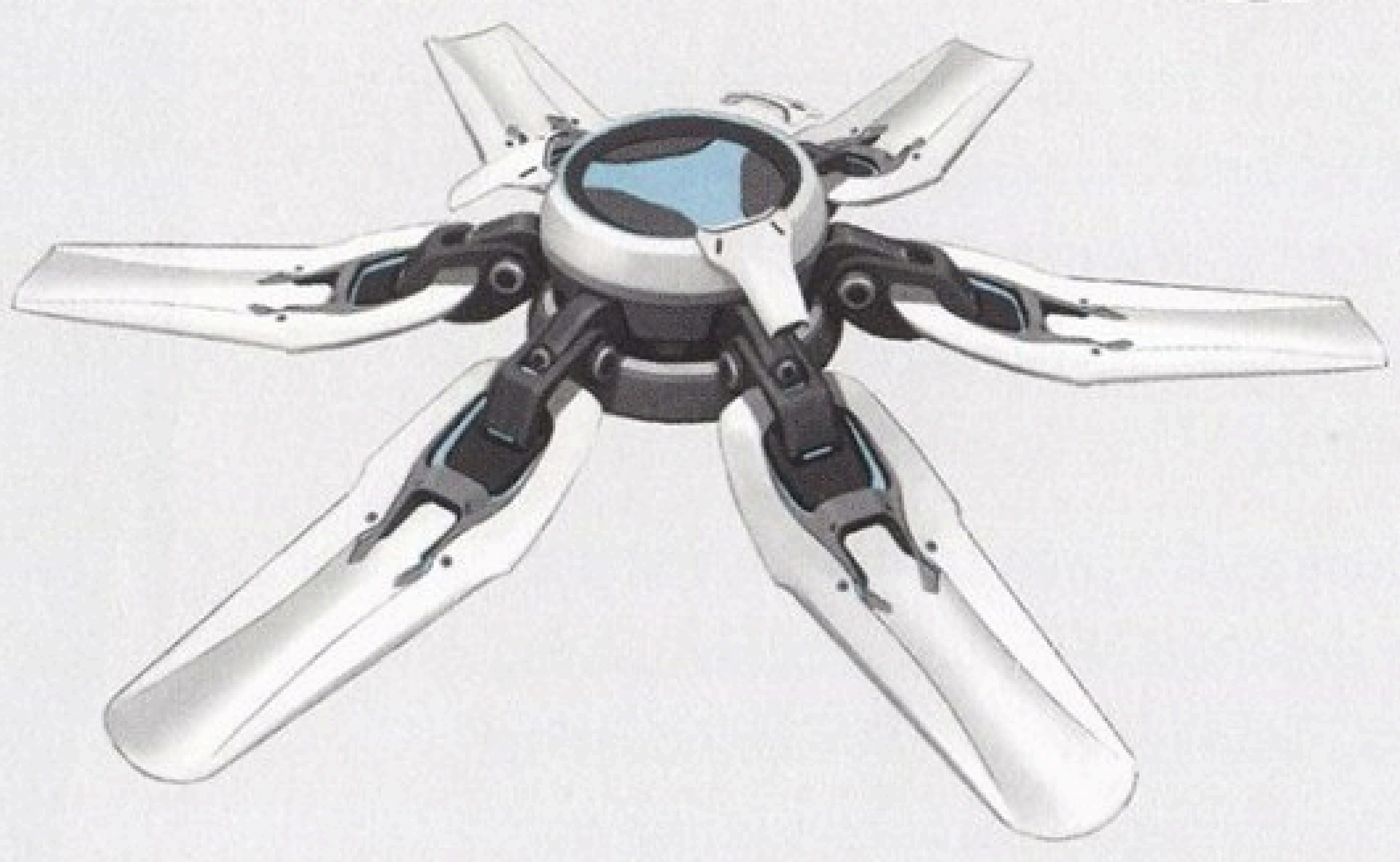


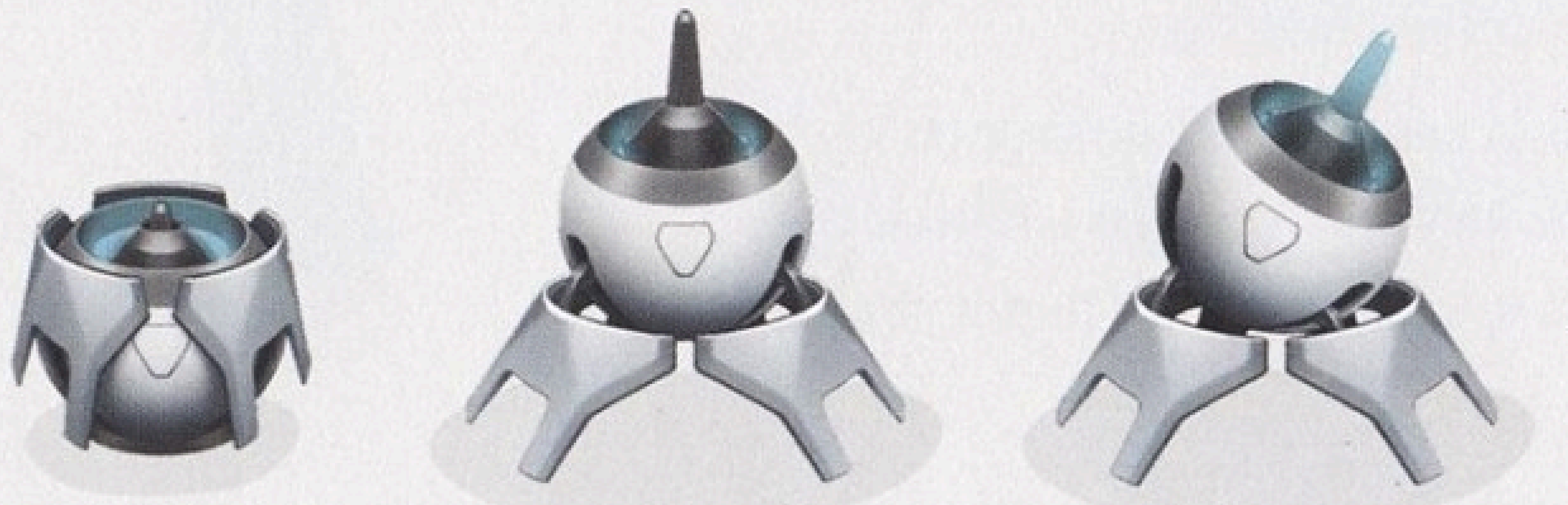


ULTIMATE ABILITY: TELEPORTER

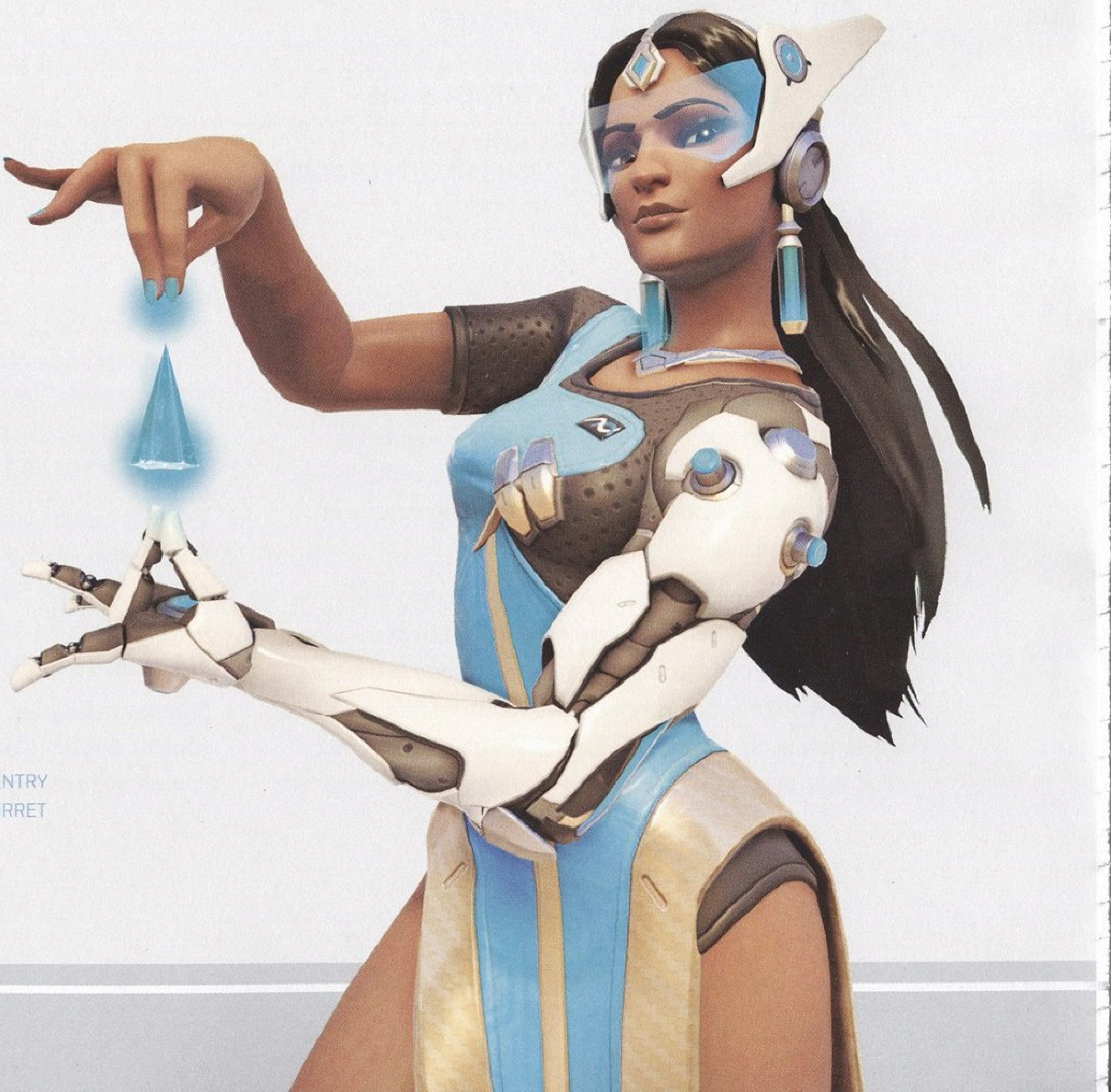
TELEPORTER:
ALLOWS A LIMITED NUMBER
OF PERSONS TO TRAVEL SHORT
DISTANCES INSTANTLY.



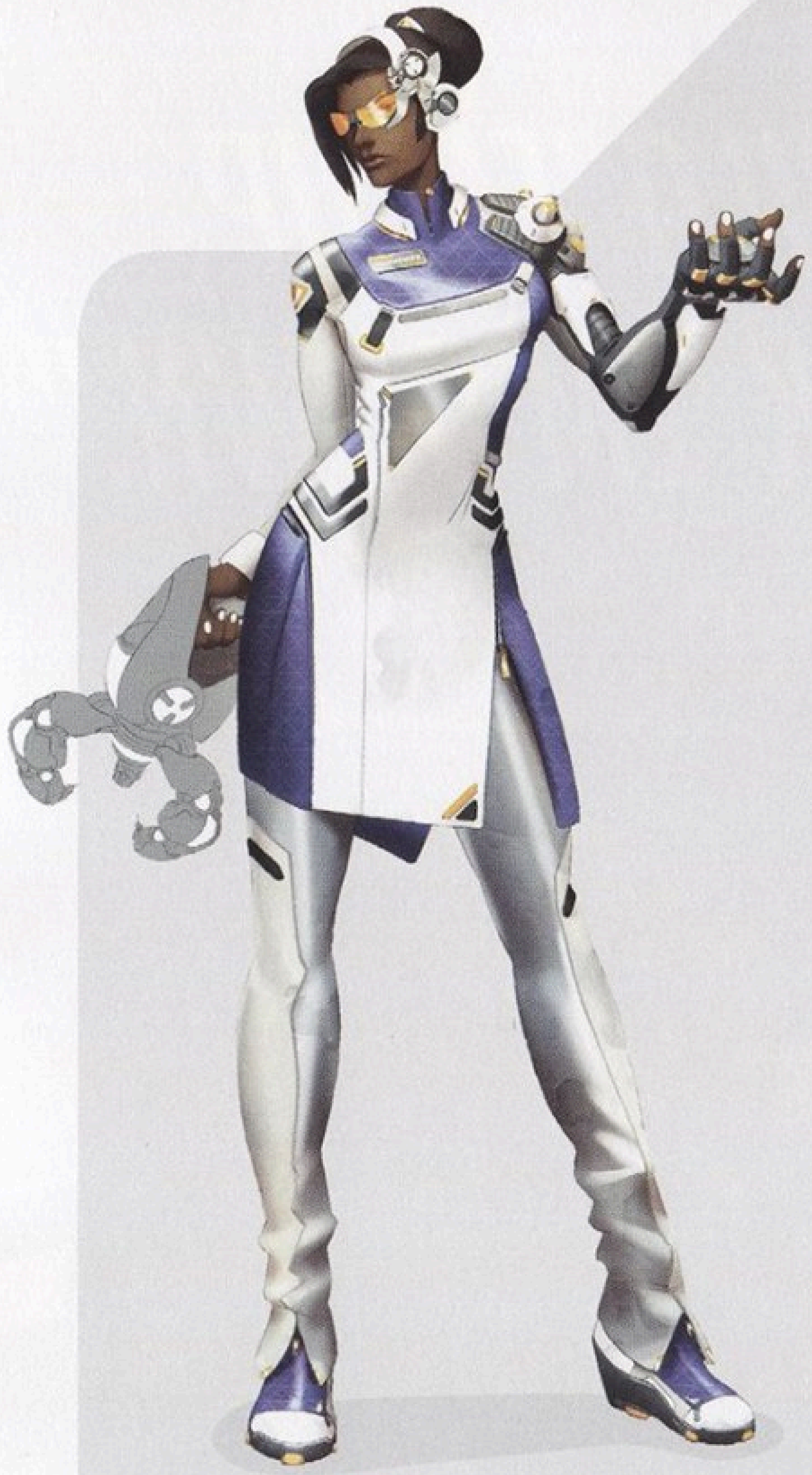




SENTRY
TURRET

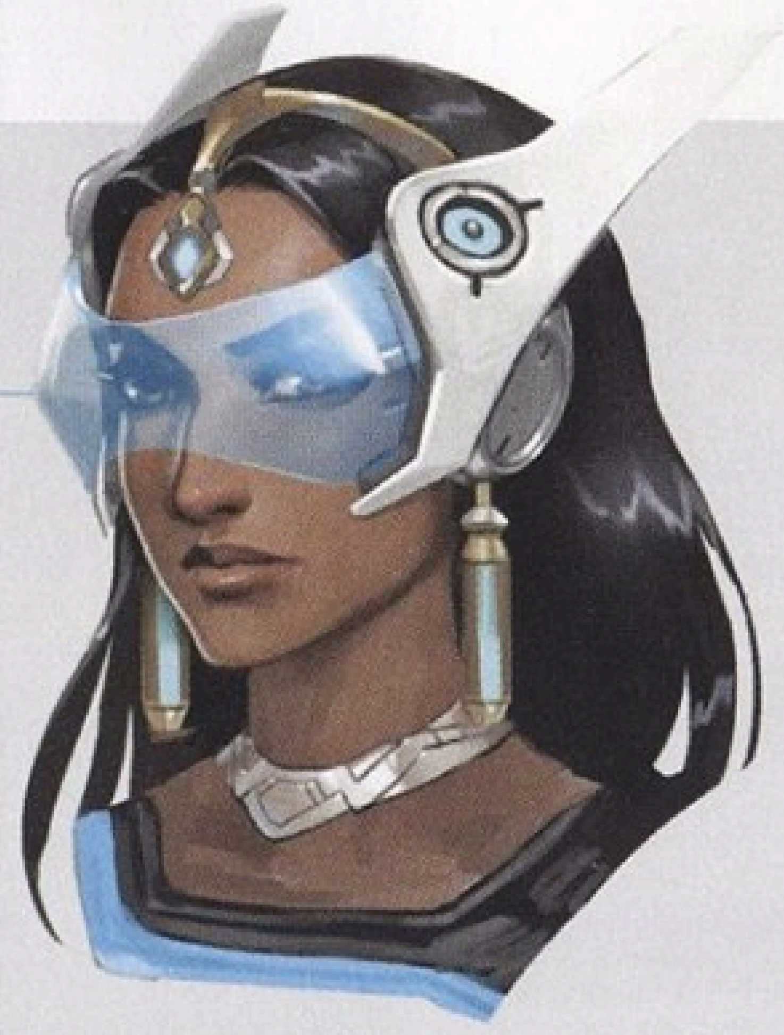


SATYA VASWANI, VISHKAR ARCHITECH



HERO PROFILE:

ABILITIES



TELEPORTER >>> ULTIMATE ABILITY <<<

» Symmetra places a teleporter exit pad at her current location, and connects it to a teleporter entry pad at her team's starting point. Allies can travel through the entry pad to the exit pad instantly, enabling them to return to the fight swiftly after being defeated.

PHOTON PROJECTOR:

» Symmetra's weapon emits a short-range beam that homes in on a nearby enemy, dealing continuous damage that increases the longer it is connected. The projector can also release a charged energy ball that deals high damage.

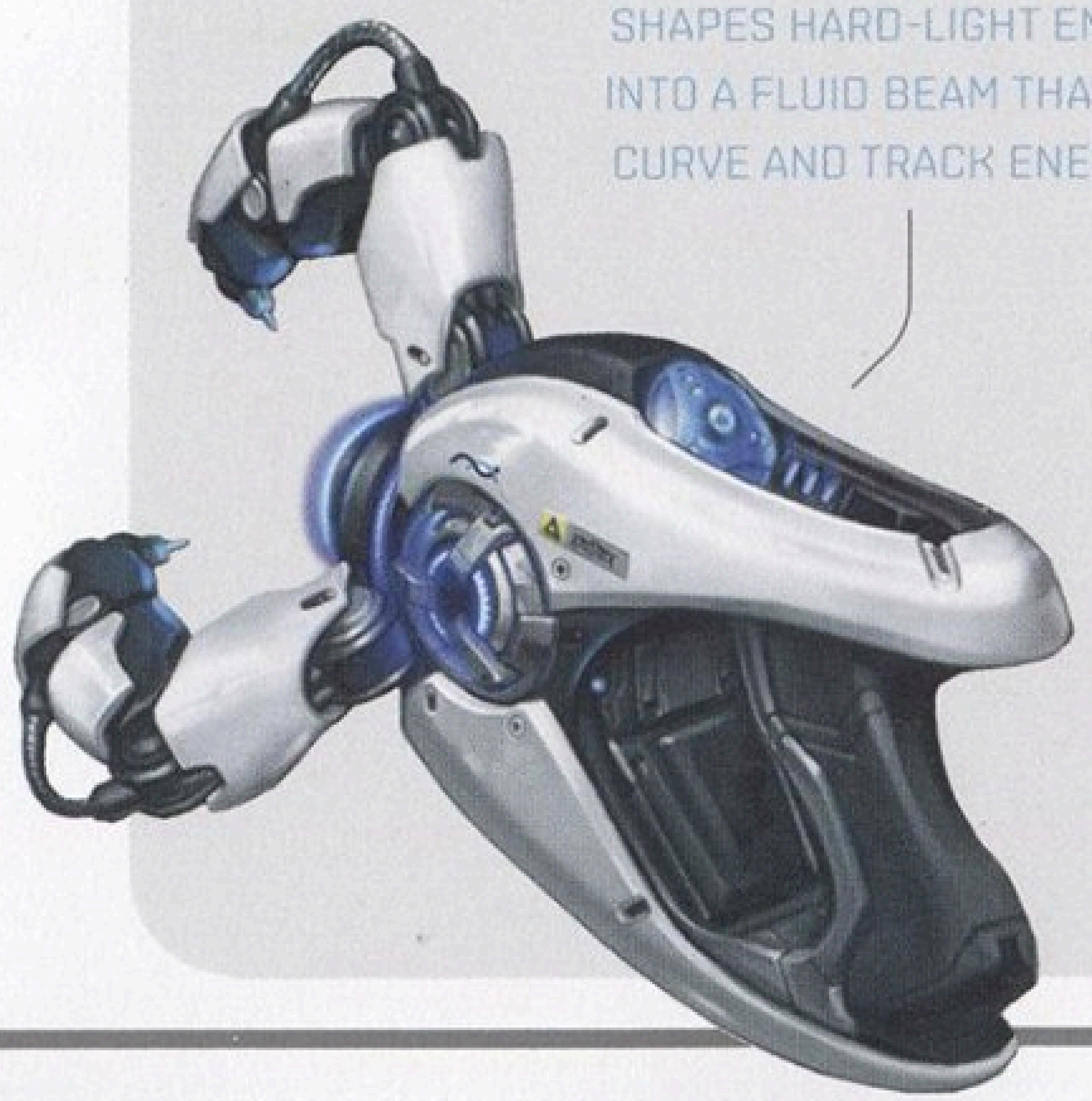
SENTRY TURRET:

» Symmetra sets up a small turret that automatically fires speed-reducing blasts at the nearest enemy within range. Several turrets can be built on the battlefield at once.

PHOTON SHIELD:

» Symmetra surrounds an ally with a hard-light shield that absorbs damage and persists as long as that ally remains alive.

PHOTON PROJECTOR:
SHAPES HARD-LIGHT ENERGY
INTO A FLUID BEAM THAT CAN
CURVE AND TRACK ENEMIES.



TORBJÖRN

"BUILD 'EM UP,
BREAK 'EM DOWN."

07
IRONCLAD

HERO PROFILE:

TORBJÖRN

ROLE:

DEFENSE

NAME: **TORBJÖRN LINDHOLM**

AGE: **57**

OCCUPATION: **WEAPONS DESIGNER**

BASE OF OPERATIONS: **GOTHENBURG, SWEDEN**

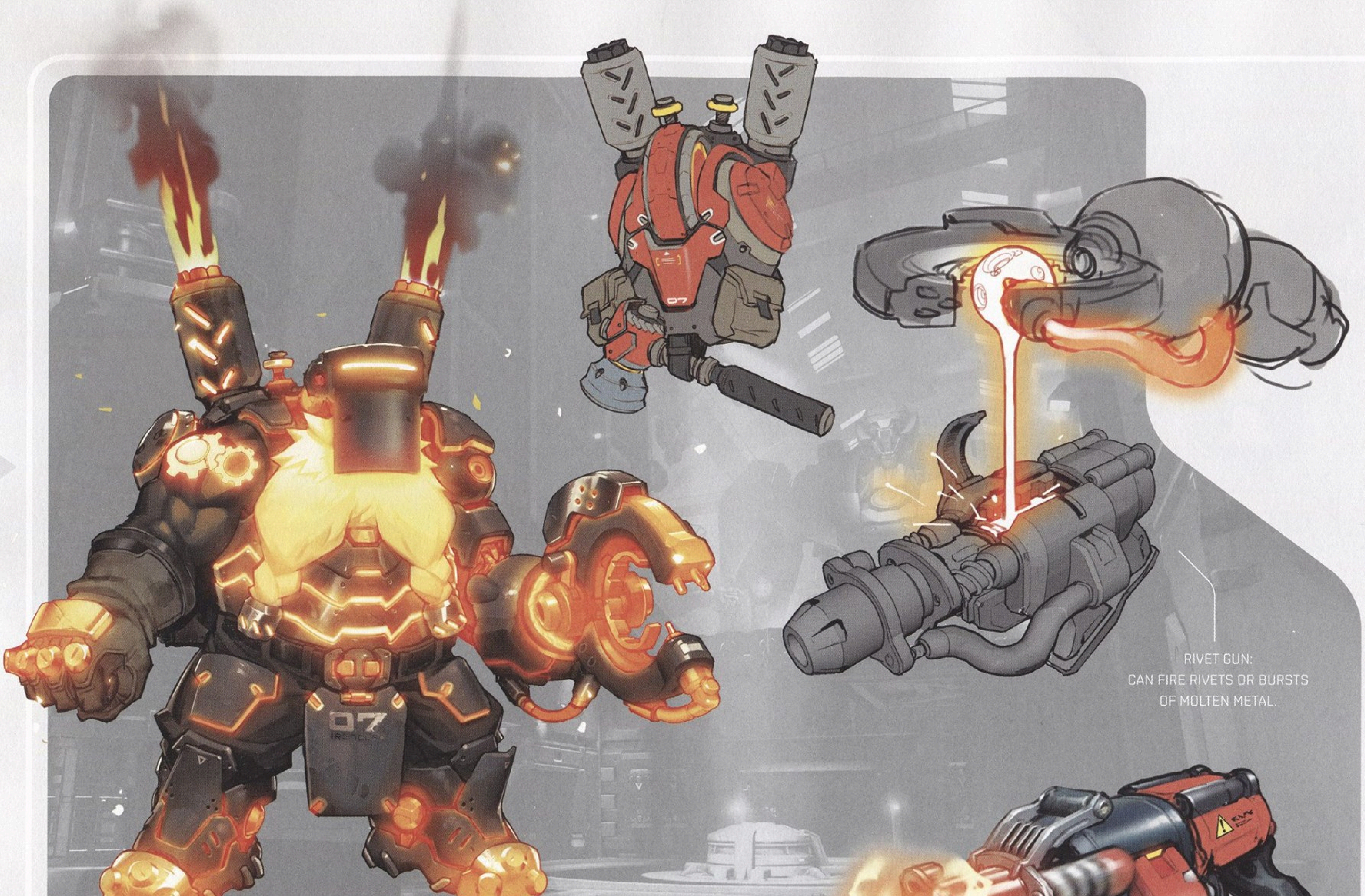
AFFILIATION: **OVERWATCH** *(FORMERLY)*

BIOGRAPHY:

Before the Omnic Crisis, Torbjörn had gained notoriety for designing weapons systems used by countries around the world. However, his belief that technology must serve a better vision for humanity put him at odds with his employers, who desired to control his weapons using networked computer intelligence.

Torbjörn had a deep mistrust of sentient robotic intelligence, and while many of his peers wrote this off as paranoia, his worst fears were realized when the robot populations of the world turned against their human creators during the Omnic Crisis. Because of his engineering genius, he was recruited to join the original Overwatch strike team, and his inventions proved integral to ending the uprising. In the years that followed, Overwatch became an international peacekeeping force, and Torbjörn remained a critical resource for all of its technological needs and signature weapons systems.

But in the aftermath of Overwatch's fall, many of Torbjörn's weapons were stolen or stashed away around the world. Feeling responsible for his creations, Torbjörn is determined to stop them from falling into the wrong hands and wreaking havoc on the innocent.

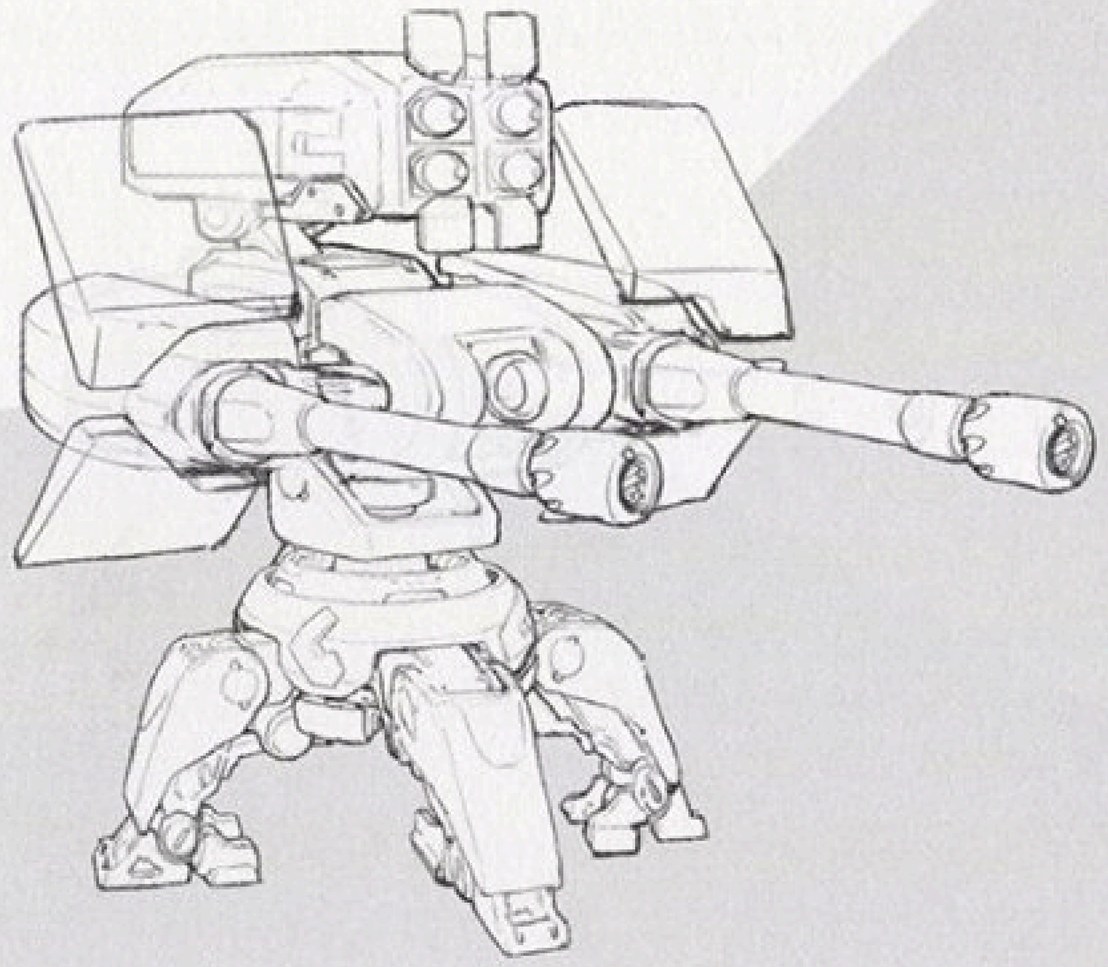


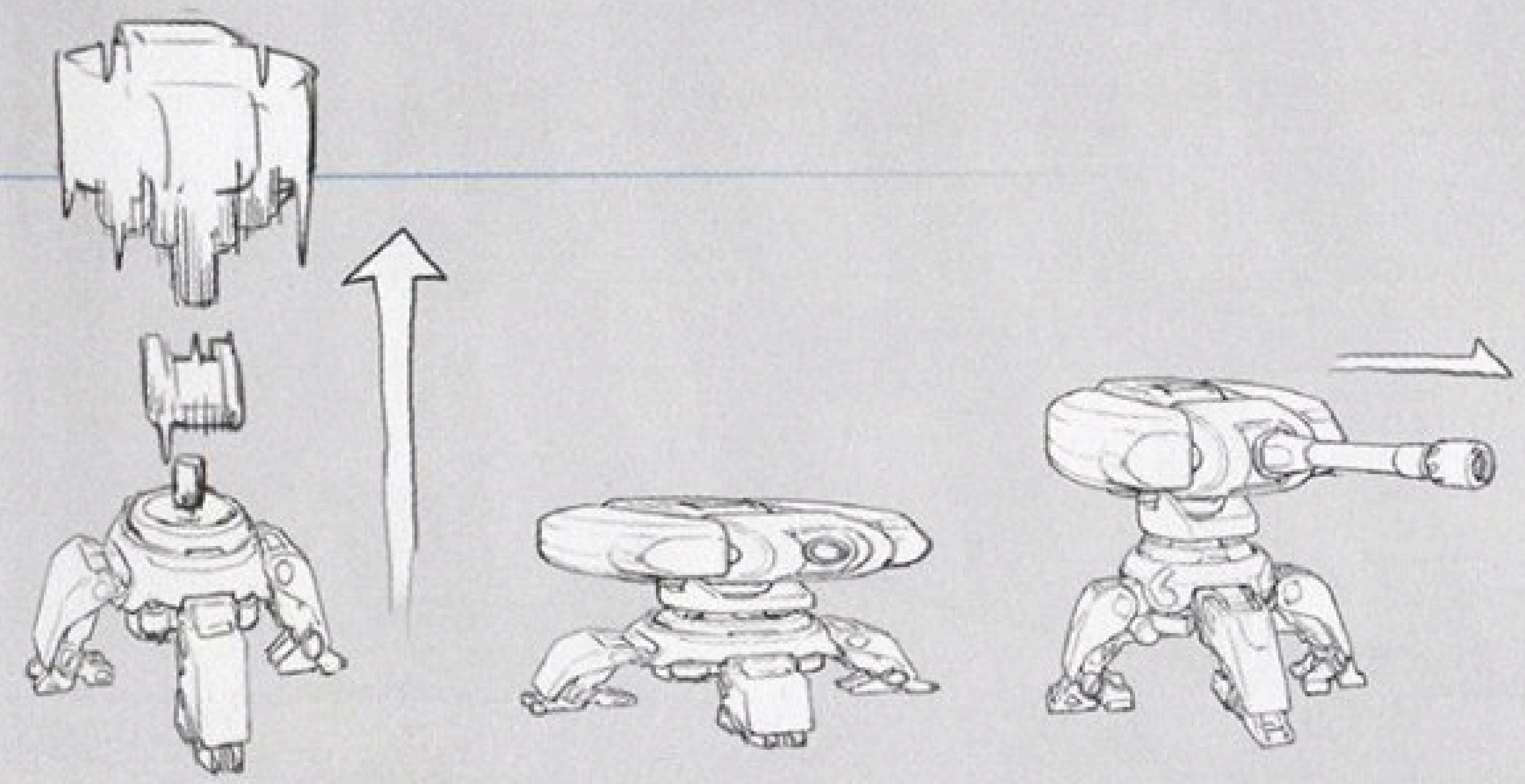
RIVET GUN:
CAN FIRE RIVETS OR BURSTS
OF MOLTEN METAL.

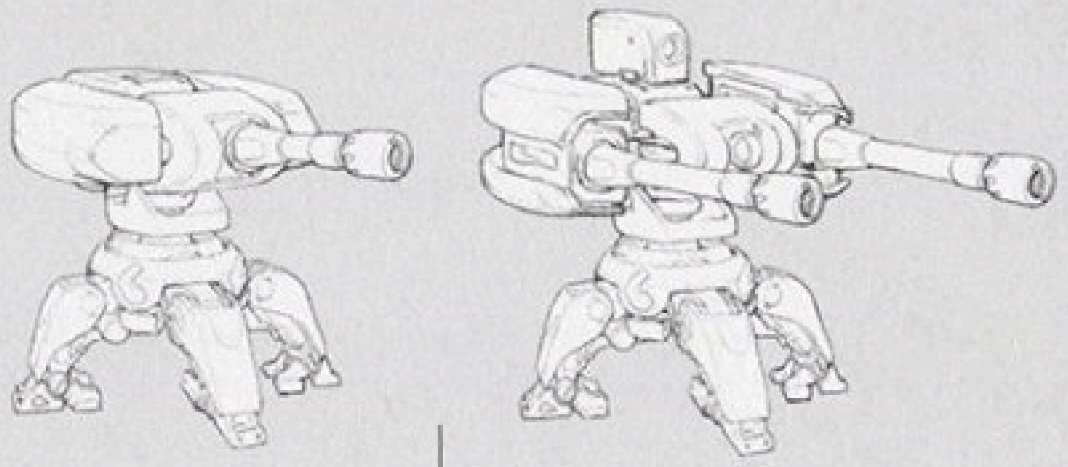
ULTIMATE ABILITY: MOLTEN CORE

HERO PROFILE:

ABILITIES







TURRET:
FEATURES AN IFF-TRACKING
AUTOCANNON THAT FIRES UPON
ENEMIES. CAN BE UPGRADED TO
USE MULTIPLE CANNONS.

MOLTEN CORE >>> ULTIMATE ABILITY <<<

» After overheating his personal forge, Torbjörn gains a significant amount of armor and scrap. He also attacks (and builds and repairs turrets) far faster than normal.

RIVET GUN:

» Torbjörn fires rivets at long range, or ejects molten metal from his gun in a short, close-range burst.

FORGE HAMMER:

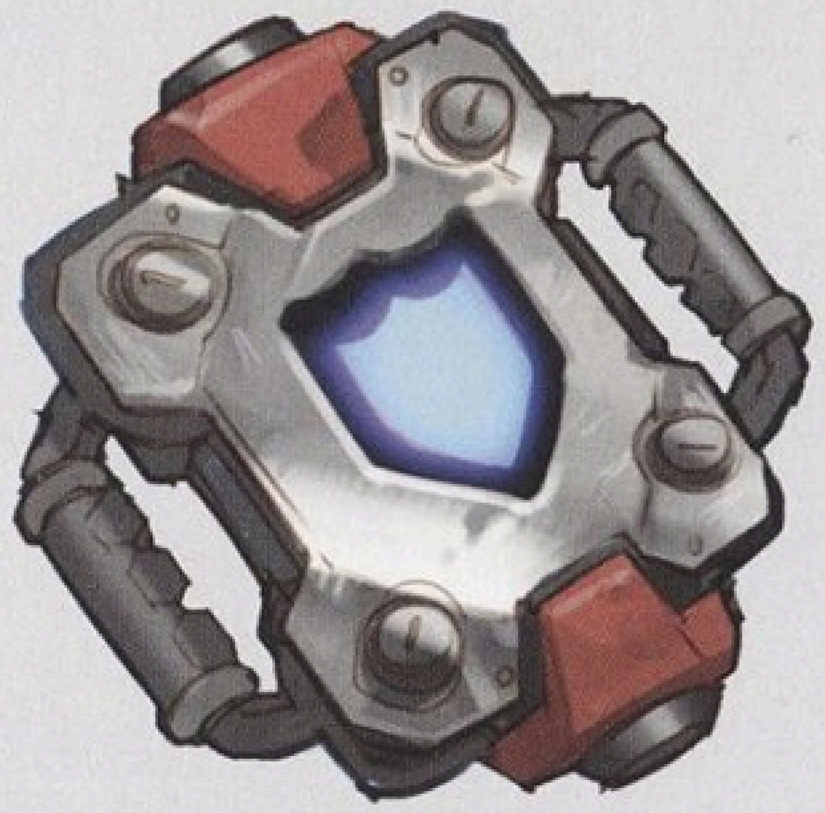
» Torbjörn uses his multipurpose hammer to build, upgrade and repair turrets. In a pinch, it can also be swung as a weapon.

BUILD TURRET:

» Torbjörn constructs an enemy-tracking autocannon. He can use the scrap he collects from dead enemies and allies to repair or upgrade it, increasing its health and adding a second cannon barrel and a rocket launcher.

ARMOR PACK:

» Torbjörn drops multiple armor upgrades; either he or his allies can pick them up to absorb some damage.



ARMOR PACKS:
TORBJÖRN CAN MANUFACTURE ARMOR
PLATING FROM EXTRA SCRAP METAL

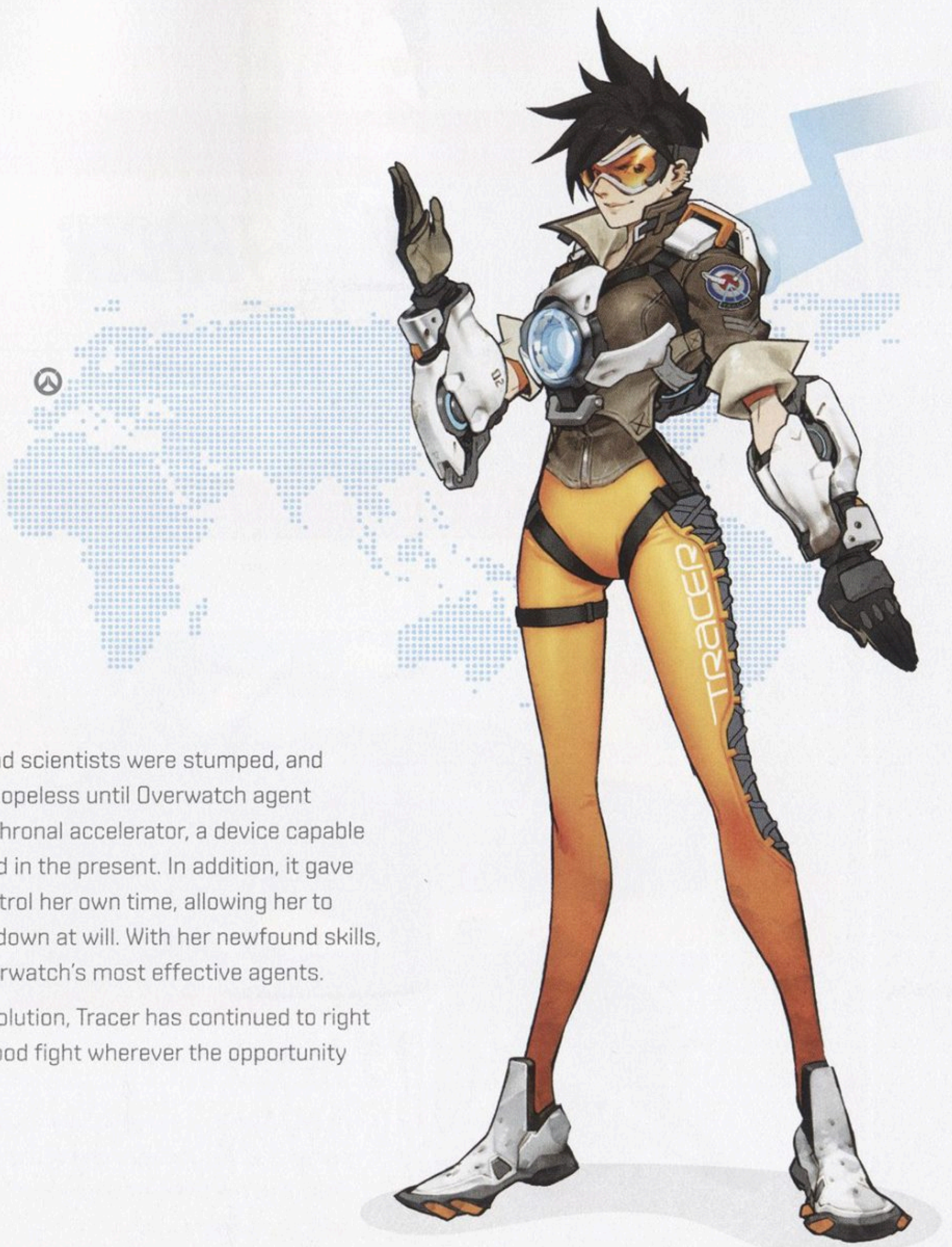
TRACER

"CHEERS, LOVE!
THE CAVALRY'S HERE!"

HERO PROFILE:

TRACER

ROLE: OFFENSE	NAME: **LENA OXTON**	AGE: **26**
	OCCUPATION: **ADVENTURER**	
	BASE OF OPERATIONS: **LONDON, ENGLAND**	
	AFFILIATION: **OVERWATCH** *(FORMERLY)*	



BIOGRAPHY:

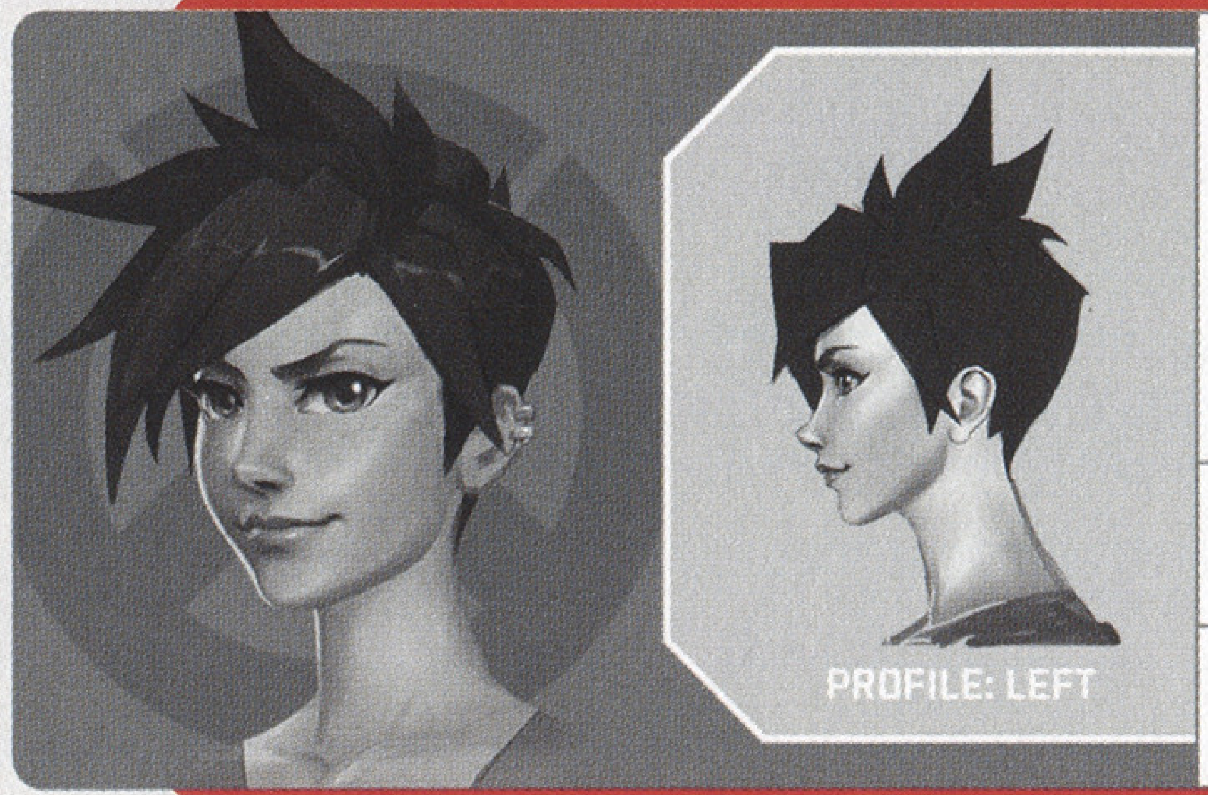
Lena Oxton (call sign: "Tracer") was the youngest person ever inducted into Overwatch's experimental flight program. Known for her fearless piloting skills, she was handpicked to test the prototype of a teleporting fighter, the Slipstream. But during its first flight, the aircraft's teleportation matrix malfunctioned, and it disappeared. Lena was presumed dead.

She reappeared months later, but her ordeal had greatly changed her: her molecules had been desynchronized from the flow of time. Suffering from "chronal disassociation," she was a living ghost, disappearing for hours or days at a time. Even for the brief moments she was present, she was unable to maintain physical form.

Overwatch's doctors and scientists were stumped, and Tracer's case seemed hopeless until Overwatch agent Winston designed the chronal accelerator, a device capable of keeping her anchored in the present. In addition, it gave Tracer the ability to control her own time, allowing her to speed it up and slow it down at will. With her newfound skills, she became one of Overwatch's most effective agents.

Since Overwatch's dissolution, Tracer has continued to right wrongs and fight the good fight wherever the opportunity presents itself.

>>> INCIDENT REPORT <<<



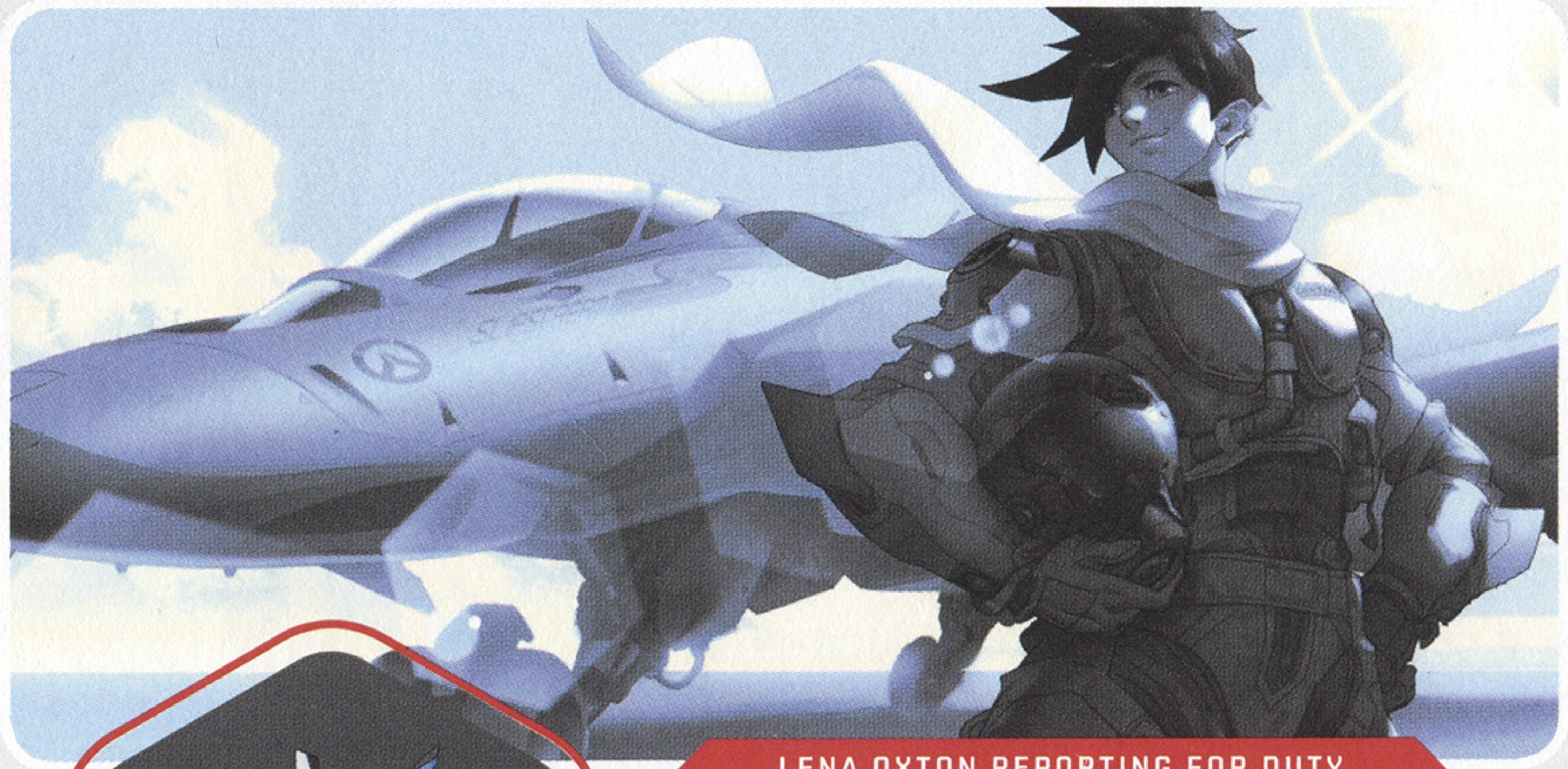
CALLSIGN:
TRACER

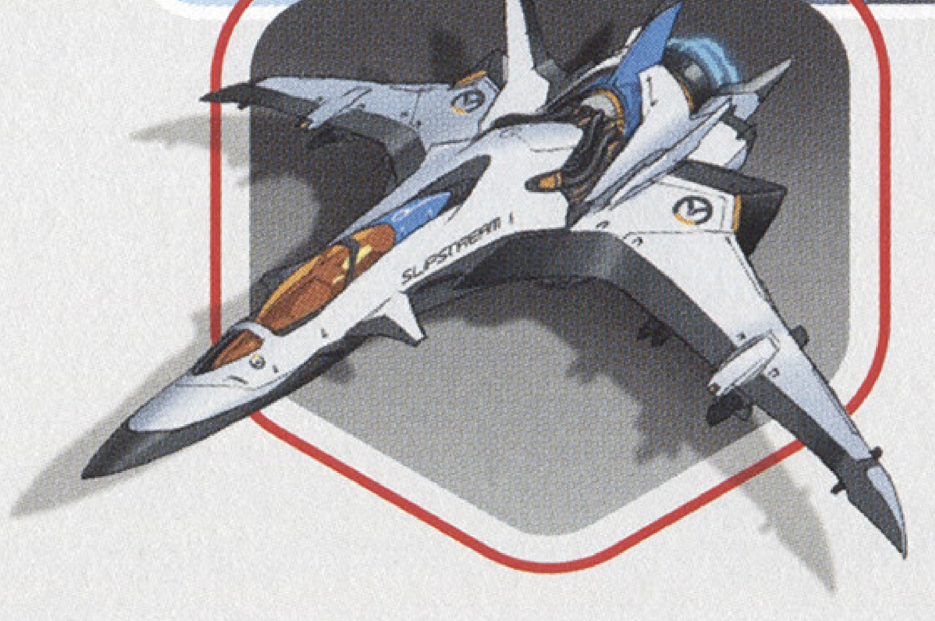
NAME:
LENA OXTON

TIME OF INCIDENT:
1107

CURRENT STATUS:
MISSING IN ACTION

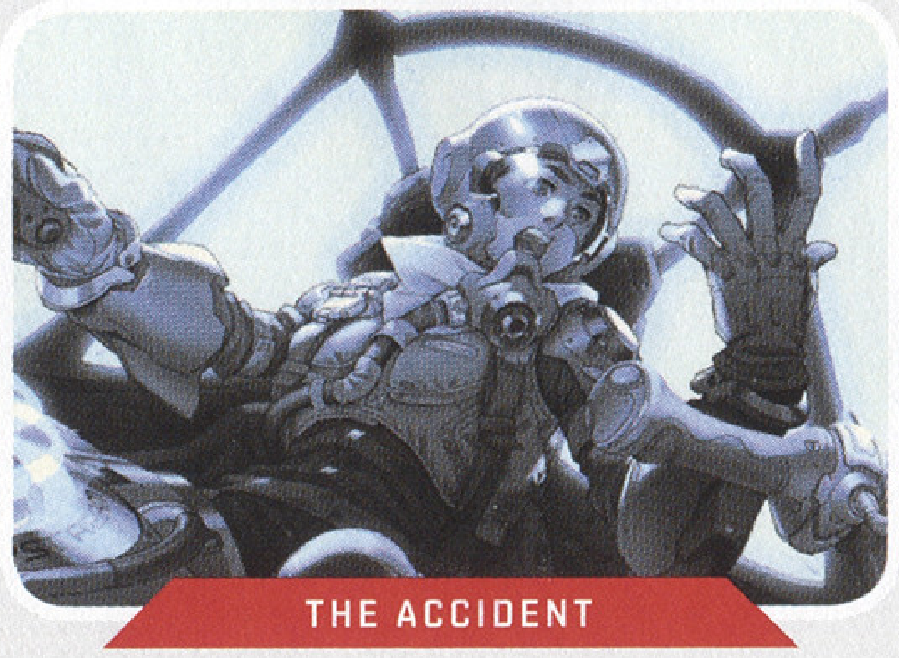
>>> INCIDENT REPORT <<<


LENA OXTON REPORTING FOR DUTY


SLIPSTREAM

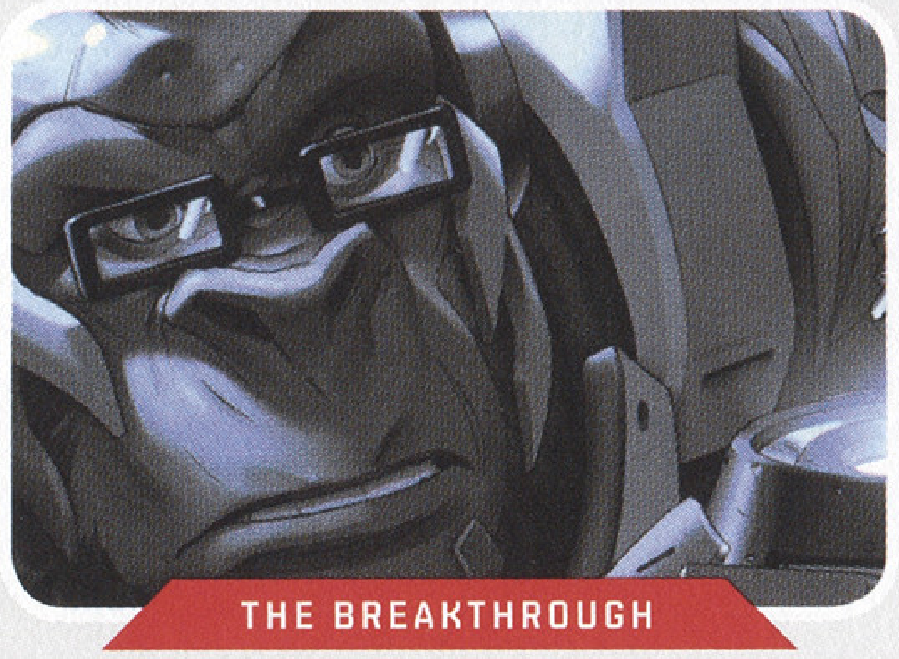
INCIDENT ENTRY: #1

At 0630 hours, test pilot Lena Oxton completed her in-flight check and activated the OWX-01 Slipstream's teleportation matrix.


THE ACCIDENT

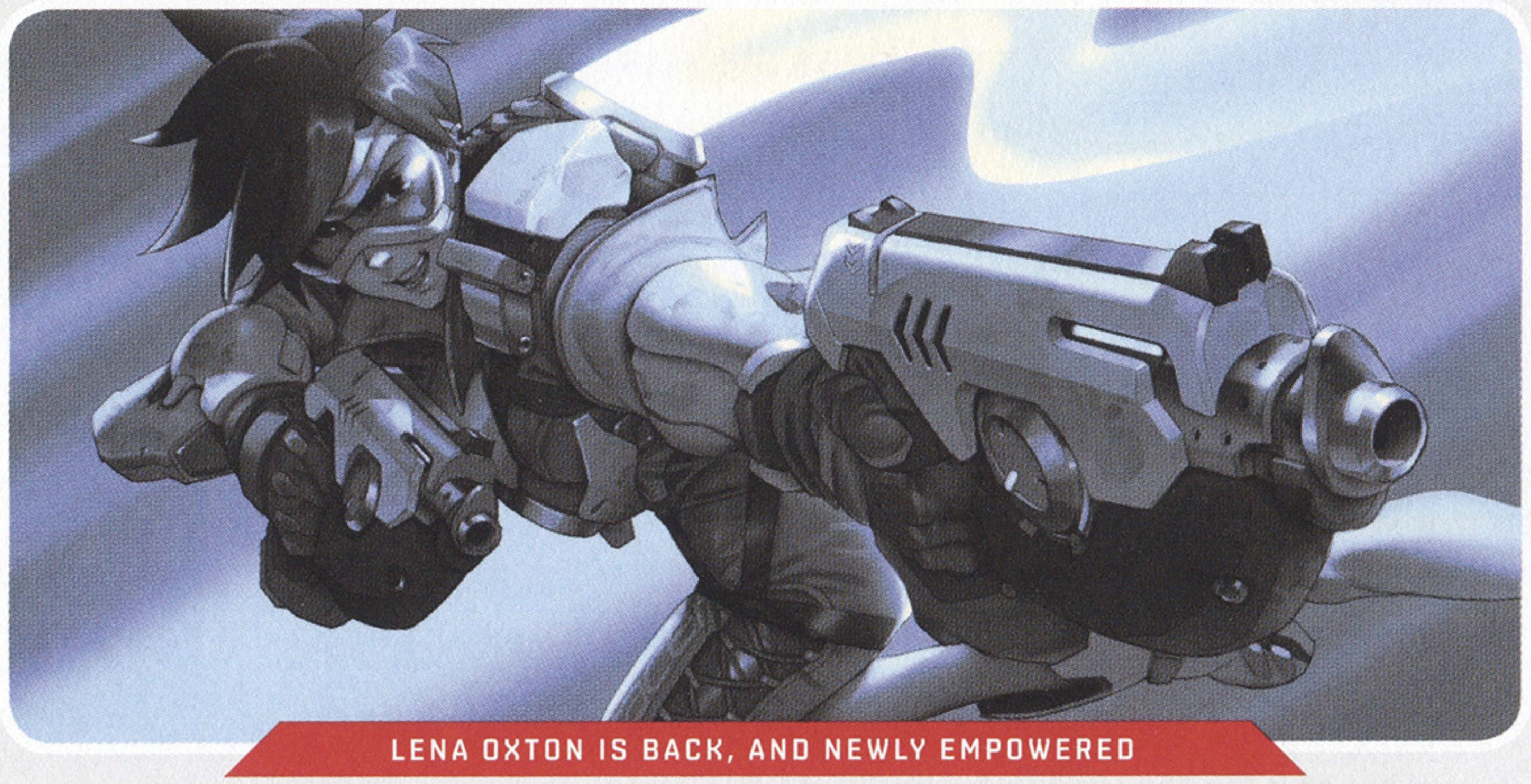
INCIDENT ENTRY: #2

After hours without radar or visual contact, the Slipstream was presumed destroyed, and Oxton was listed as MISSING IN ACTION.


THE BREAKTHROUGH

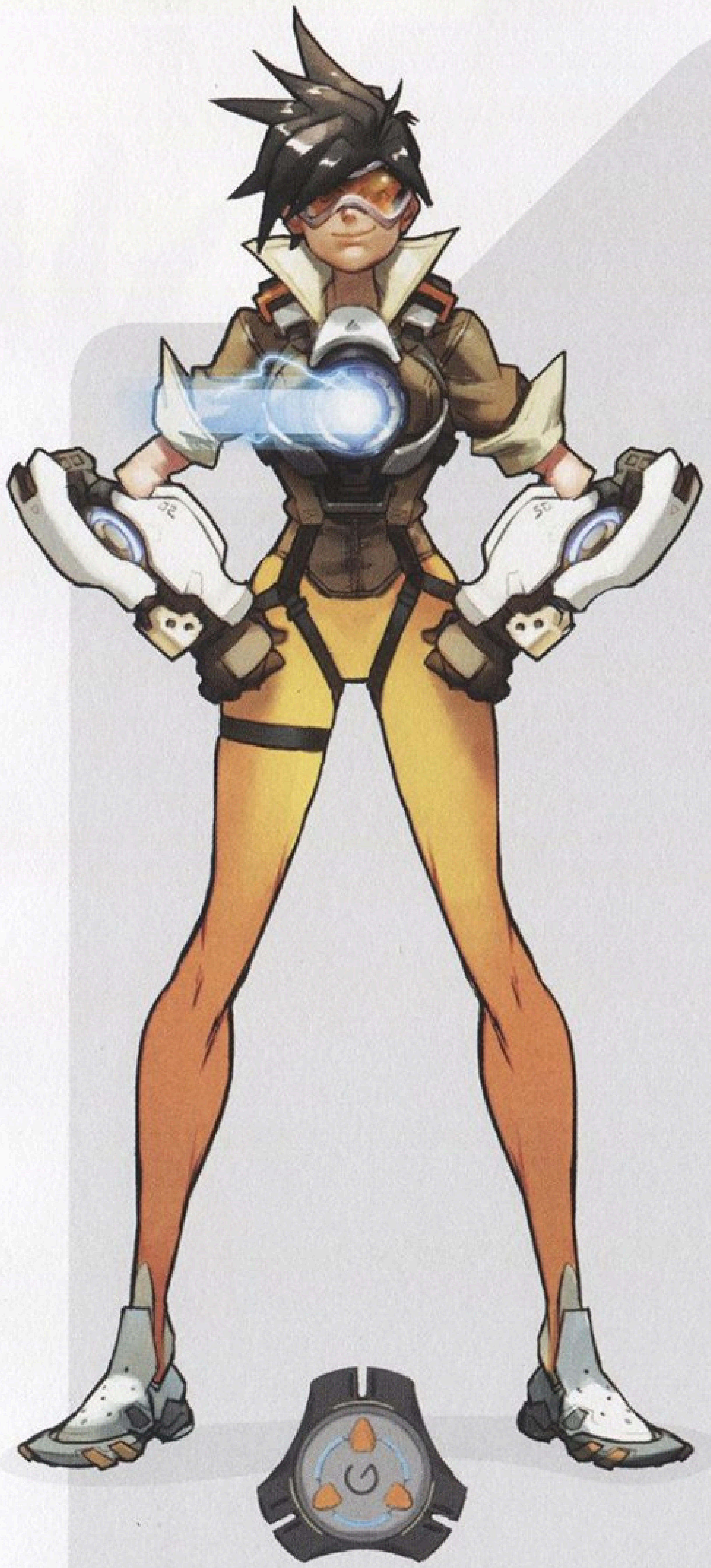
DEVELOPMENT ENTRY: #3

After weeks of failed attempts, Overwatch operative Winston engineered an entirely new solution.


LENA OXTON IS BACK, AND NEWLY EMPOWERED

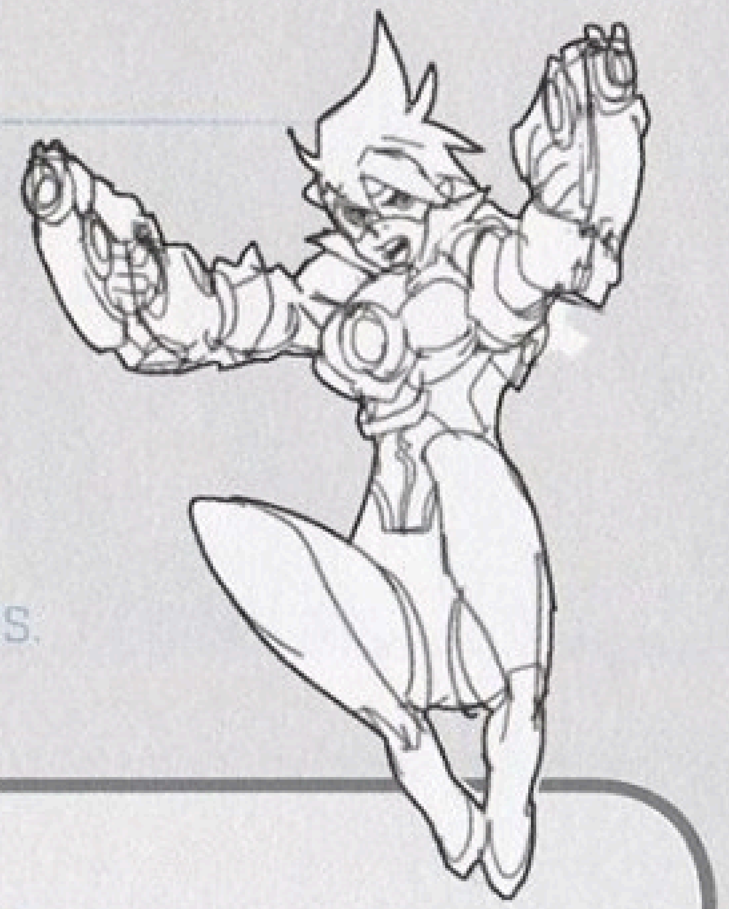
FINAL ENTRY: #4

Oxton is again firmly anchored in present time. Recommending that she be transferred from flight operations to field-combat training.



HERO PROFILE:

ABILITIES



PULSE PISTOLS:
LINKED TO THE CHRONAL
ACCELERATOR. FIRES
COMPRESSED ENERGY ROUNDS.

PULSE BOMB >>> ULTIMATE ABILITY <<<

» Tracer lobs a bomb that adheres to any surface or unfortunate opponent it lands on. After a brief delay, the bomb explodes, dealing high damage to all enemies within its blast radius.

PULSE PISTOLS:

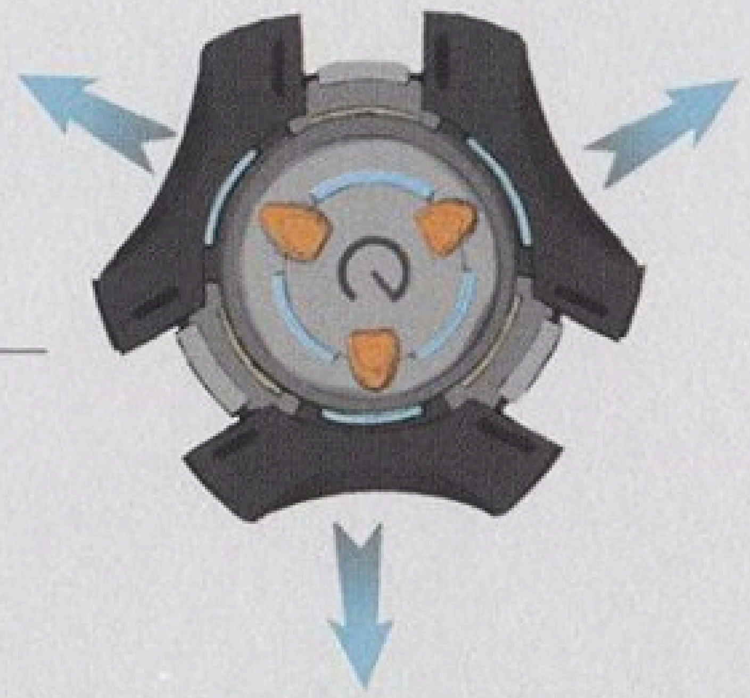
» Tracer rapid-fires both of her pistols.

BLINK:

» Tracer zips horizontally through space in the direction she's moving, and reappears several yards away. She stores up to three charges of the blink ability and generates more every few seconds.

RECALL:

» Tracer bounds backward in time, returning her health, ammo and position on the map to precisely where they were a few seconds before.



PULSE BOMB:
CAPABLE OF STICKING TO
ANY PHYSICAL SURFACE.
EXPLOSIVE OUTPUT
RATED TO DESTROY MOST
PERSONAL ARMOR AND
INFANTRY DEFENSES.

WIDOWM
Cauchemar

HERO PROFILE:

WIDOWMAKER

ROLE:

DEFENSE

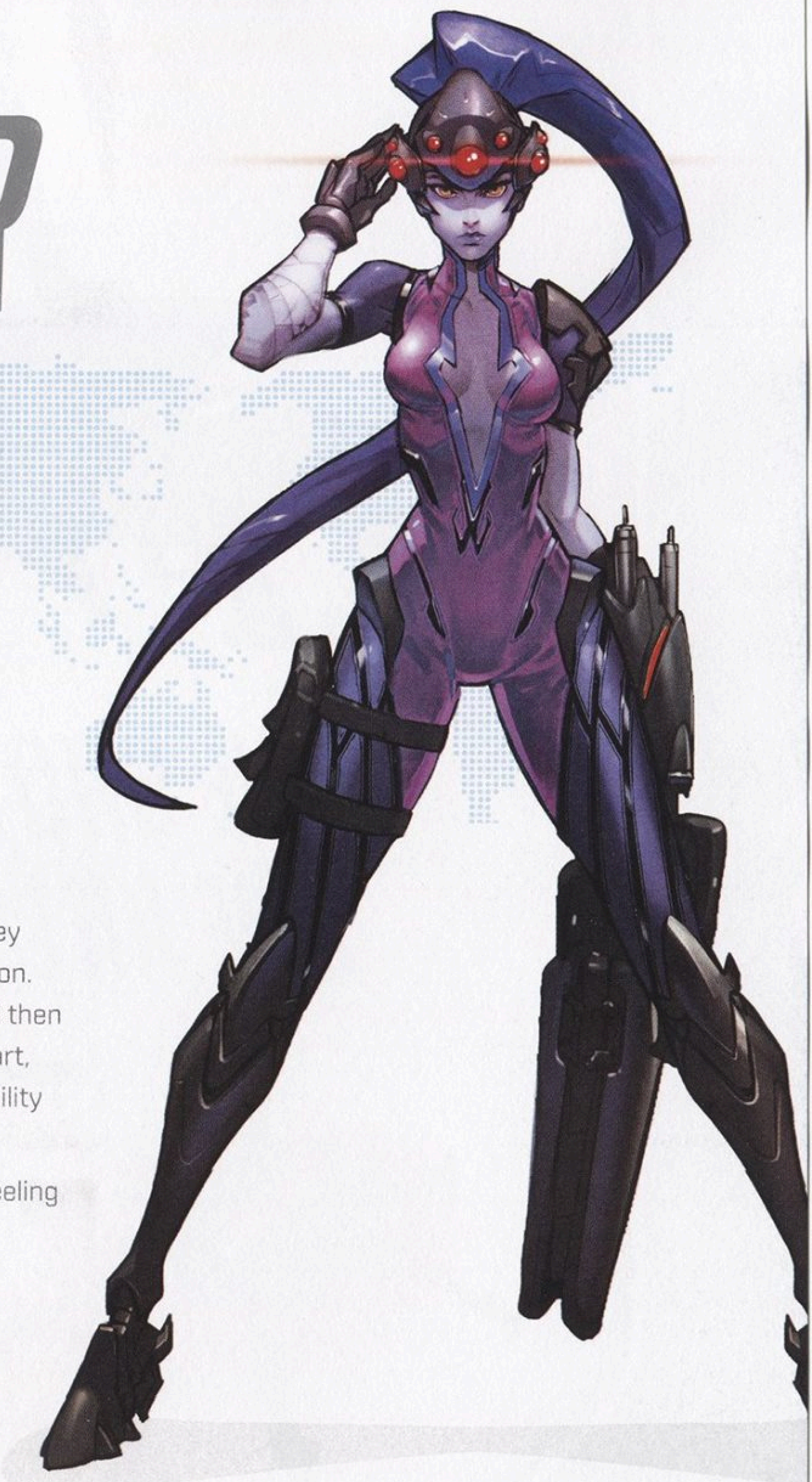
NAME: **AMÉLIE LACROIX**

AGE: **33**

OCCUPATION: **ASSASSIN**

BASE OF OPERATIONS: **ANNECY, FRANCE**

AFFILIATION: **TALON**



BIOGRAPHY:

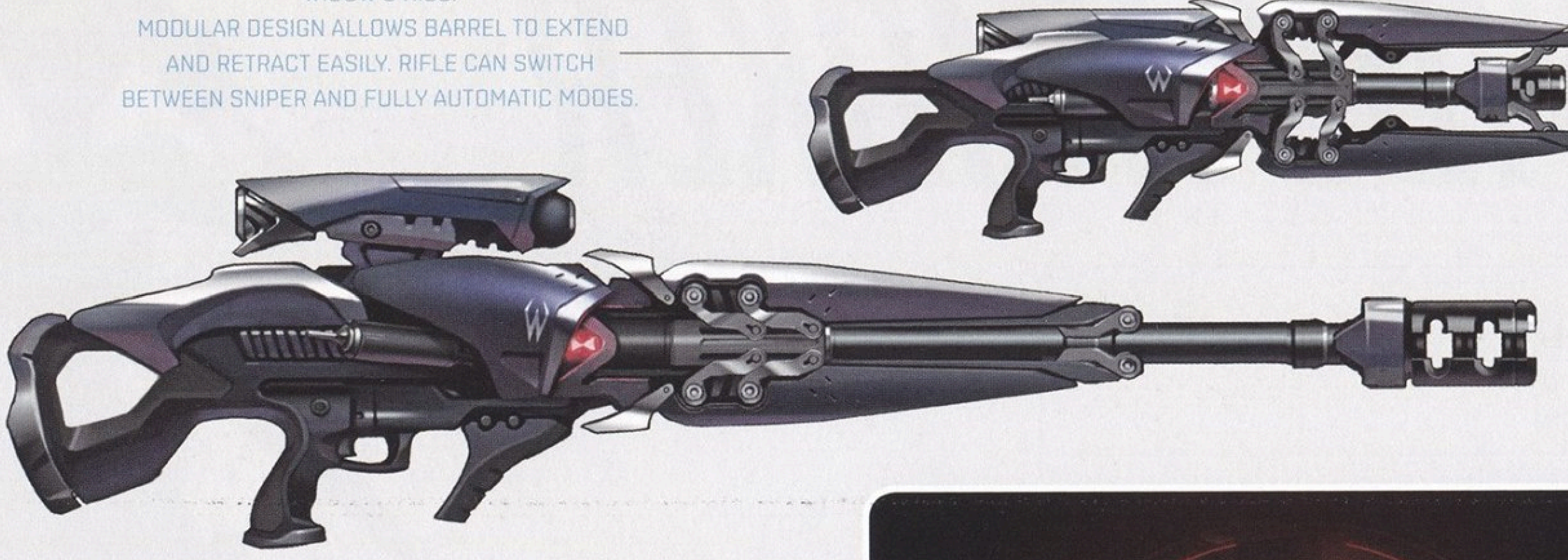
It is believed that in her former life, Widowmaker was married to Gérard Lacroix, an Overwatch agent who spearheaded operations against the Talon terrorist organization. After several unsuccessful attempts to eliminate Gérard, Talon decided to change its focus to his wife, Amélie. Talon operatives kidnapped her and subjected her to an intense program of neural reconditioning. They broke her will, suppressed her personality, and reprogrammed her as a sleeper agent. She was eventually found by Overwatch agents, apparently none the worse for wear, and returned to her normal life.

Two weeks later she killed Gérard in his sleep.

Her mission complete, Amélie returned to Talon, and they completed the process of turning her into a living weapon. She was given extensive training in the covert arts, and then her physiology was altered, drastically slowing her heart, which turned her skin cold and blue and numbed her ability to experience human emotion. Amélie was gone.

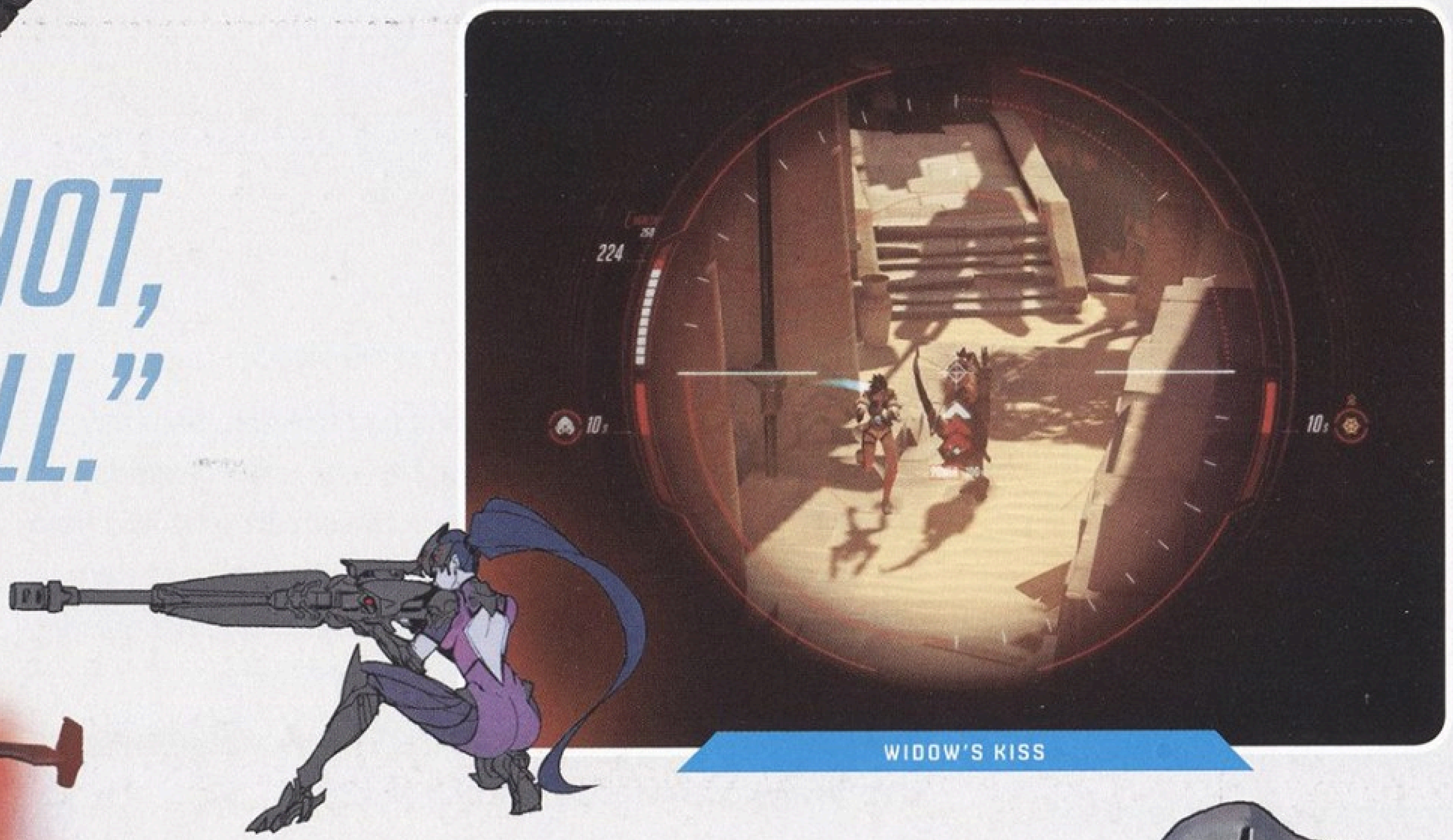
Now, Widowmaker is Talon's most effective assassin, feeling little save the satisfaction of a job well done.

WIDOW'S KISS:
MODULAR DESIGN ALLOWS BARREL TO EXTEND AND RETRACT EASILY. RIFLE CAN SWITCH BETWEEN SNIPER AND FULLY AUTOMATIC MODES.

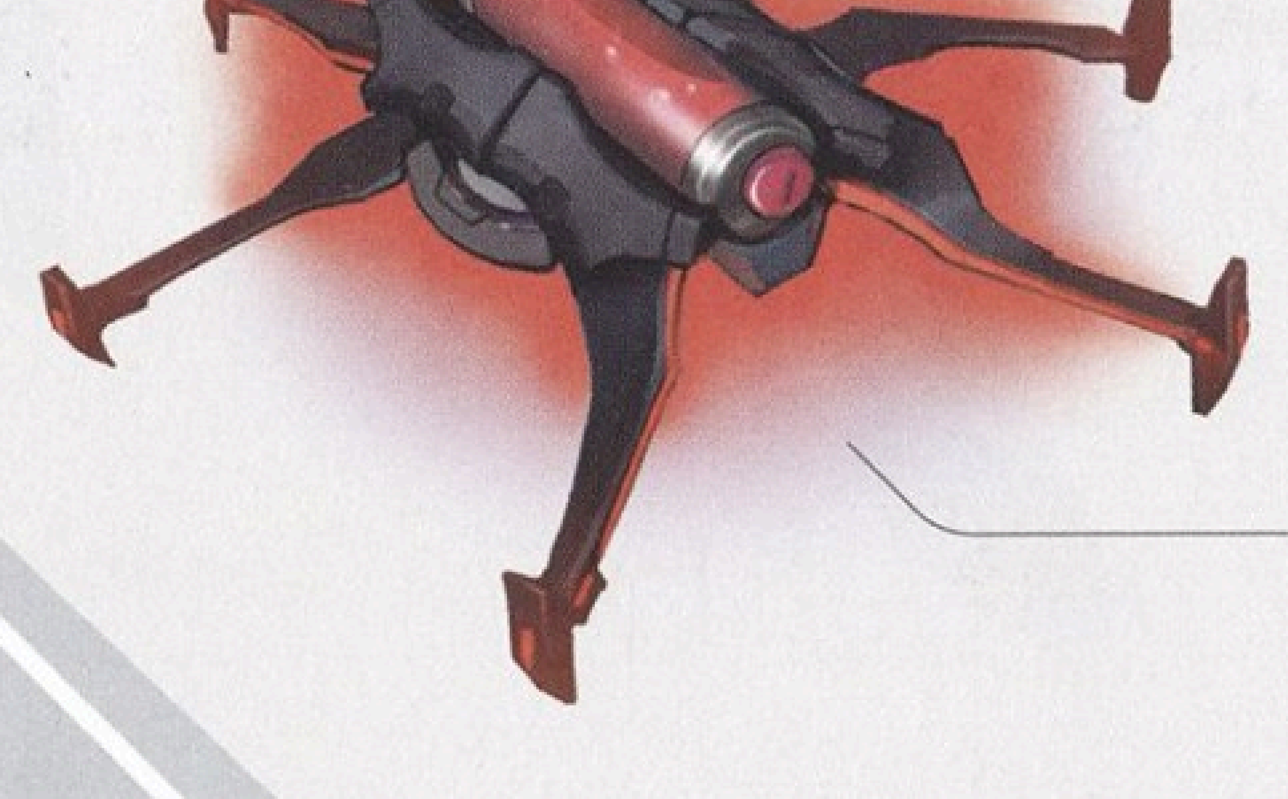


RECON VISOR:
DETECTS BROAD RANGE OF ELECTROMAGNETIC RADIATION. MAKES ENEMY HEAT SIGNATURES VISIBLE THROUGH WALLS. CAN TRANSMIT DATA TO NEARBY FRIENDLY FORCES.

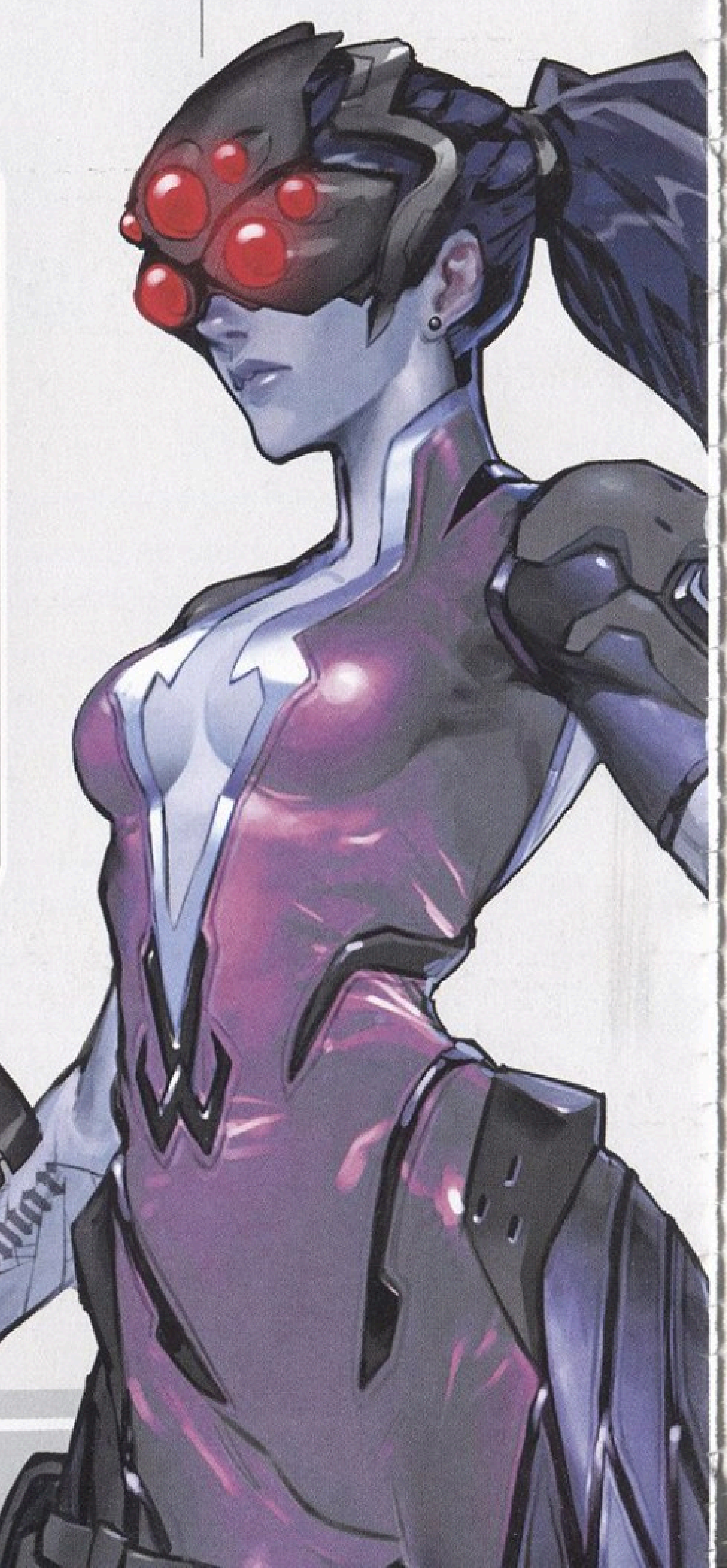
"ONE SHOT, ONE KILL."

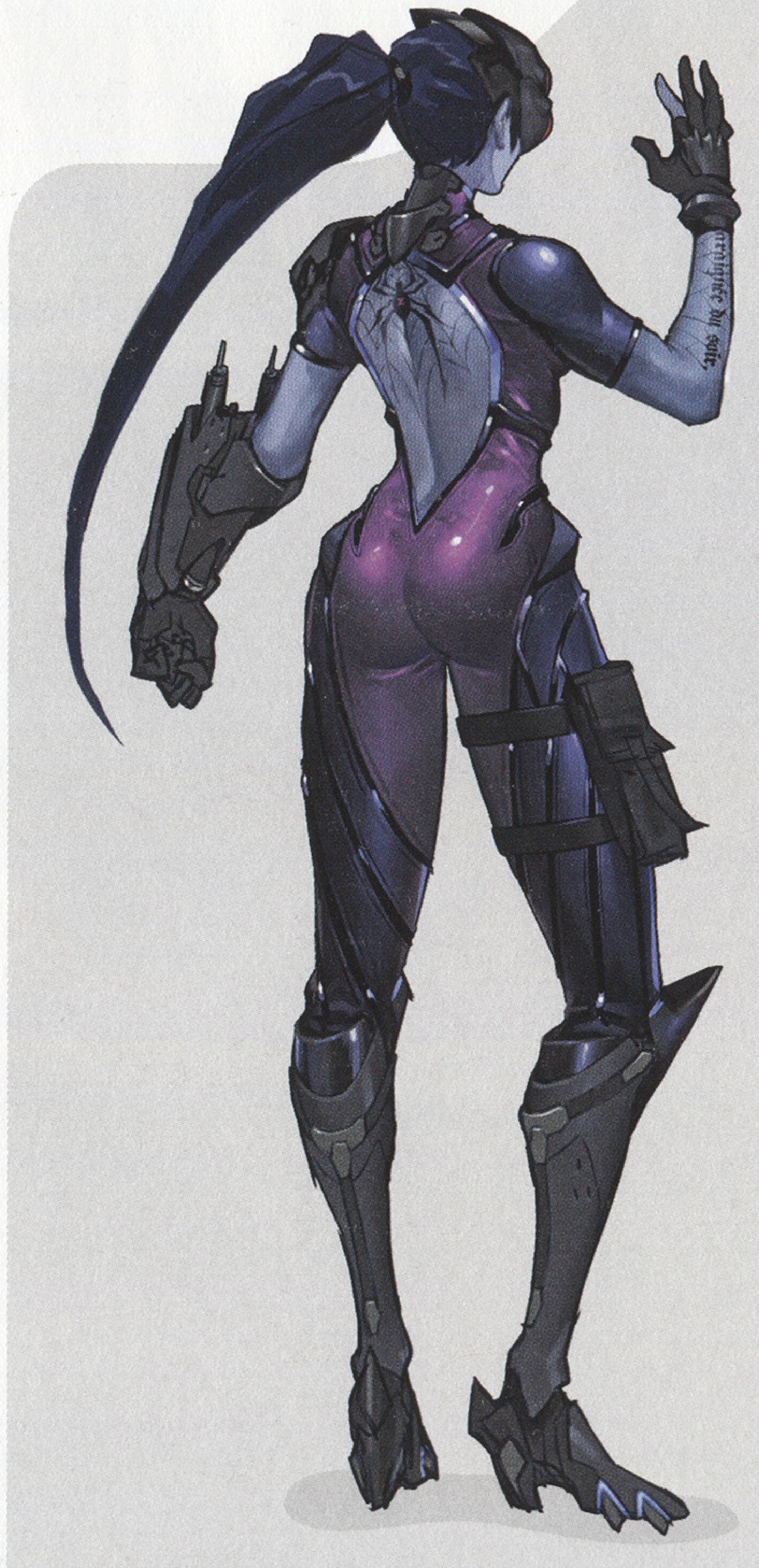


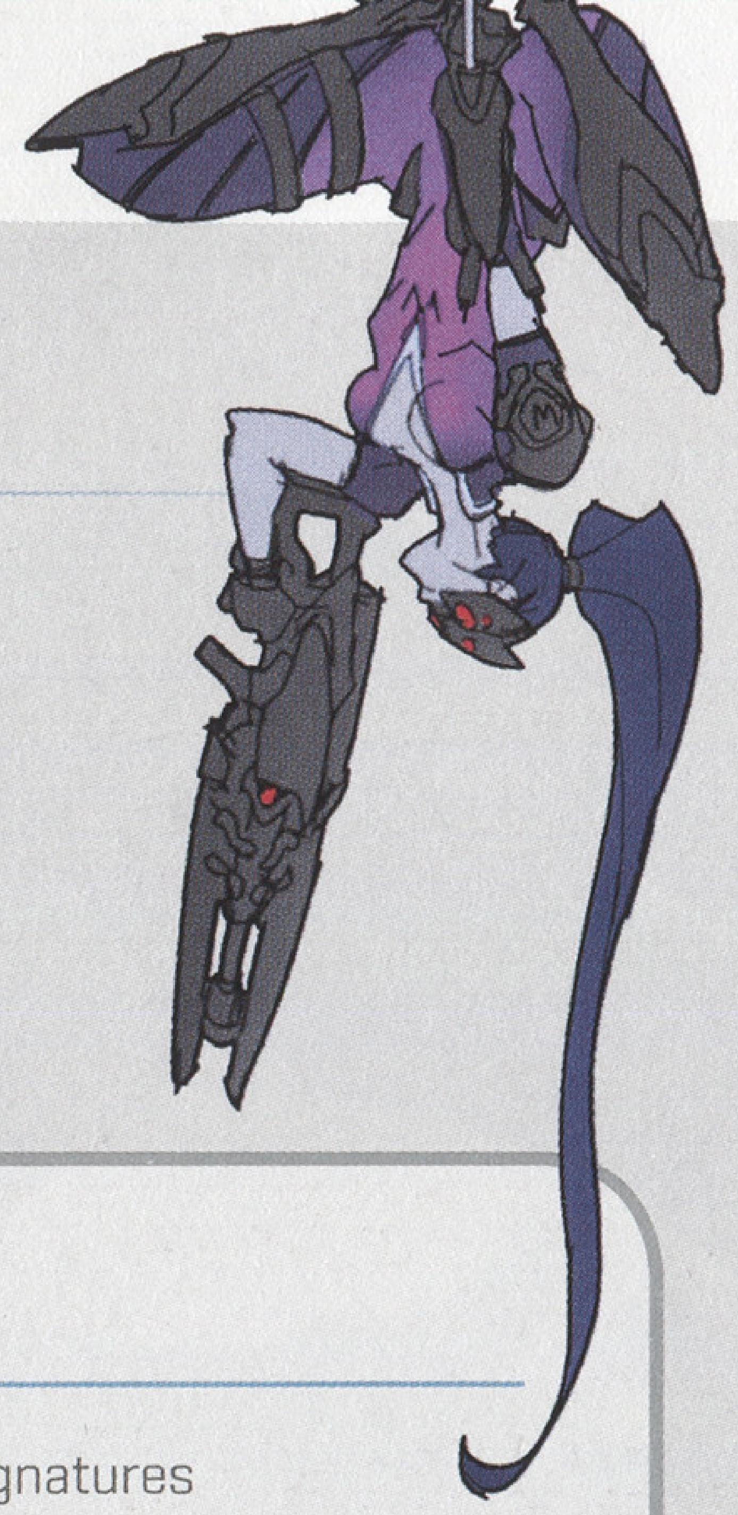
WIDOW'S KISS



VENOM MINE:
HOOKS ALLOW MINE TO BE ATTACHED TO NEARLY ANY SURFACE. DETONATES WHEN HOSTILE PRESENCE IS DETECTED NEARBY.







HERO PROFILE:

ABILITIES

INFRA-SIGHT >>> ULTIMATE ABILITY <<<

» Widowmaker's recon visor allows her to see the heat signatures of her targets through walls and objects for a moderate amount of time. This enhanced vision is shared with her allies.

WIDOW'S KISS:

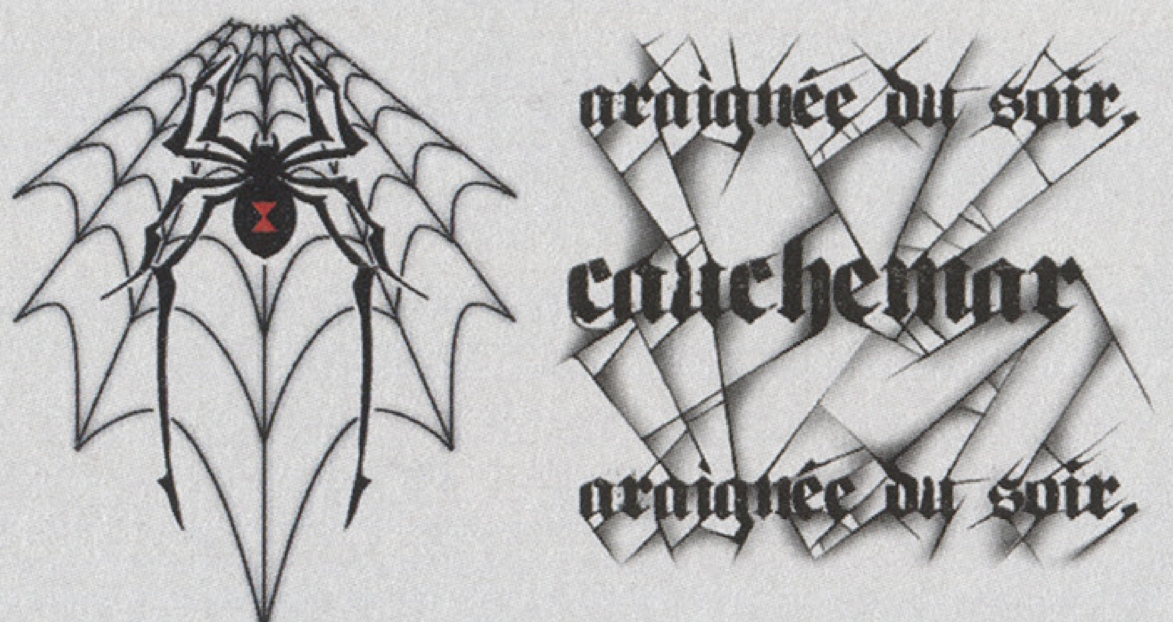
» Widowmaker's versatile sniper rifle is ideal for scope-aimed shots at distant targets. Should targets close to medium range, the rifle can also be fired in fully-automatic mode.

GRAPPLING HOOK:

» Widowmaker launches a grappling hook towards the location she's aiming at – when the hook connects with a scalable surface, she's quickly drawn to it, allowing her to expand her view of the battlefield and evade or flank targets.

VENOM MINE:

» Widowmaker adheres a swiftly-arming venom mine to nearly any surface. When a target wanders within range of the mine's motion trigger, it explodes, delivering poison gas to any enemies in the vicinity.



WINSTON

A-60
LUNAR OPS
EXIT

HERO PROFILE:

WINSTON

ROLE:		
TANK	NAME: WINSTON	AGE: 29
	OCCUPATION: SCIENTIST, ADVENTURER	
	BASE OF OPERATIONS: HORIZON LUNAR COLONY *(FORMERLY)*	
	AFFILIATION: OVERWATCH *(FORMERLY)*	

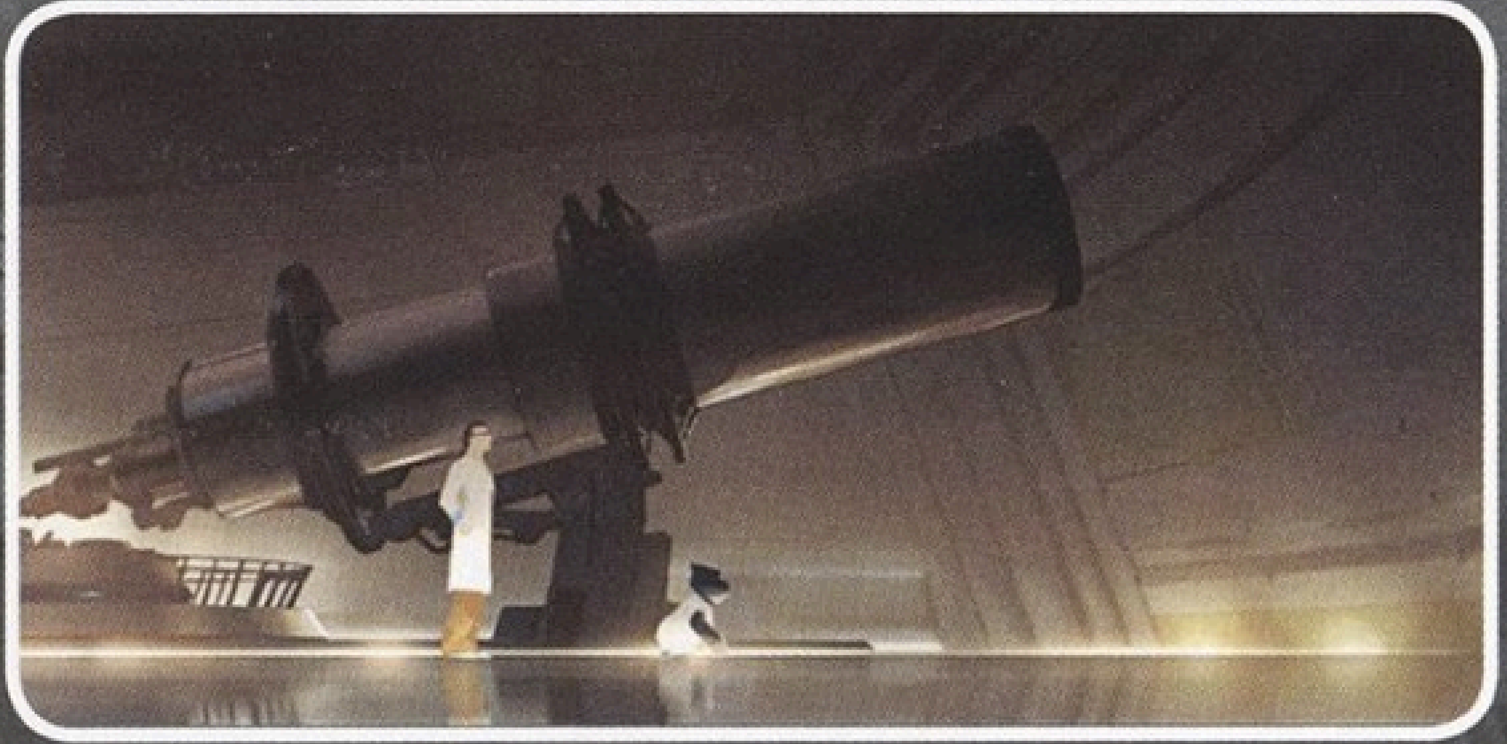
BIOGRAPHY:

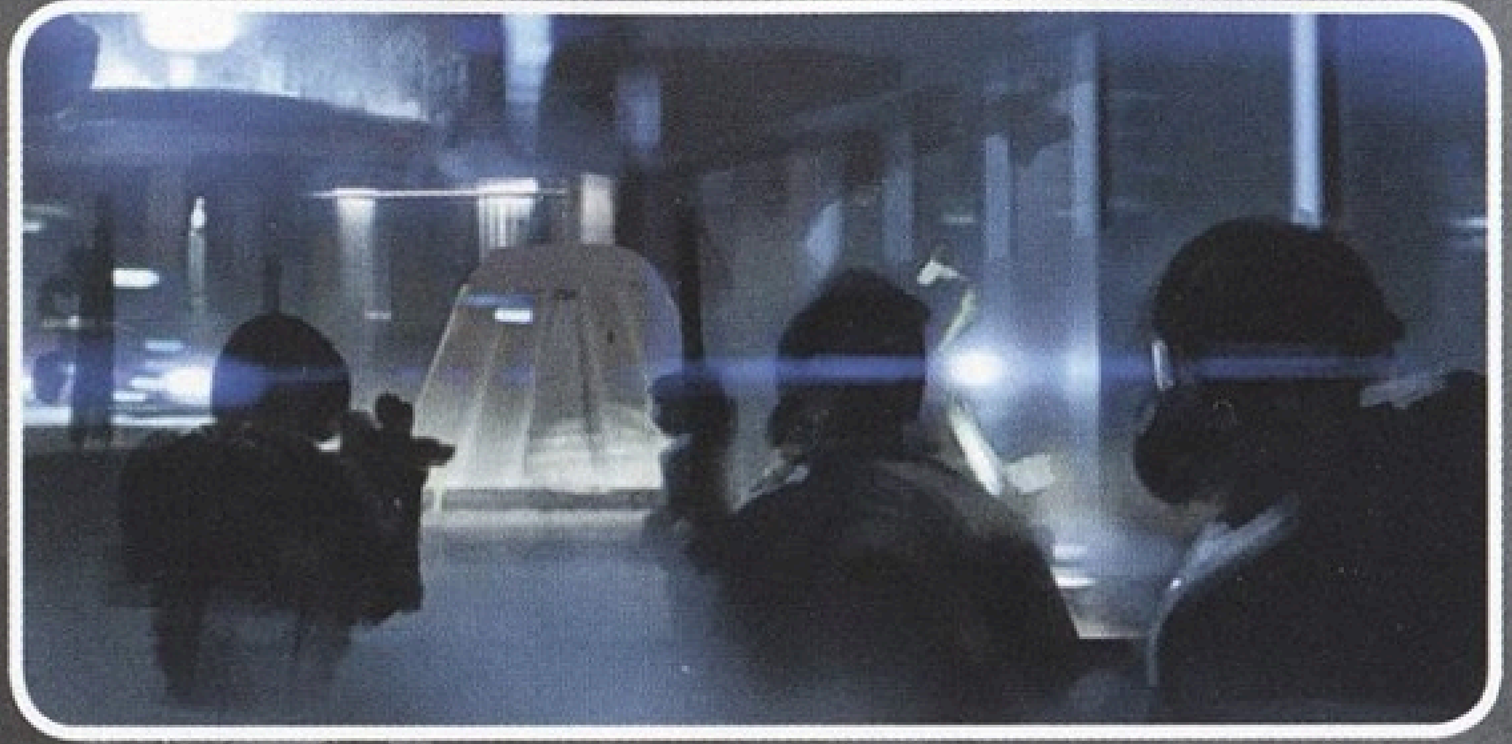
The Horizon Lunar Colony was established as a first step for humanity's renewed exploration of space. Among its residents was a group of genetically enhanced gorillas that were there to test the effects of prolonged habitation on the moon.

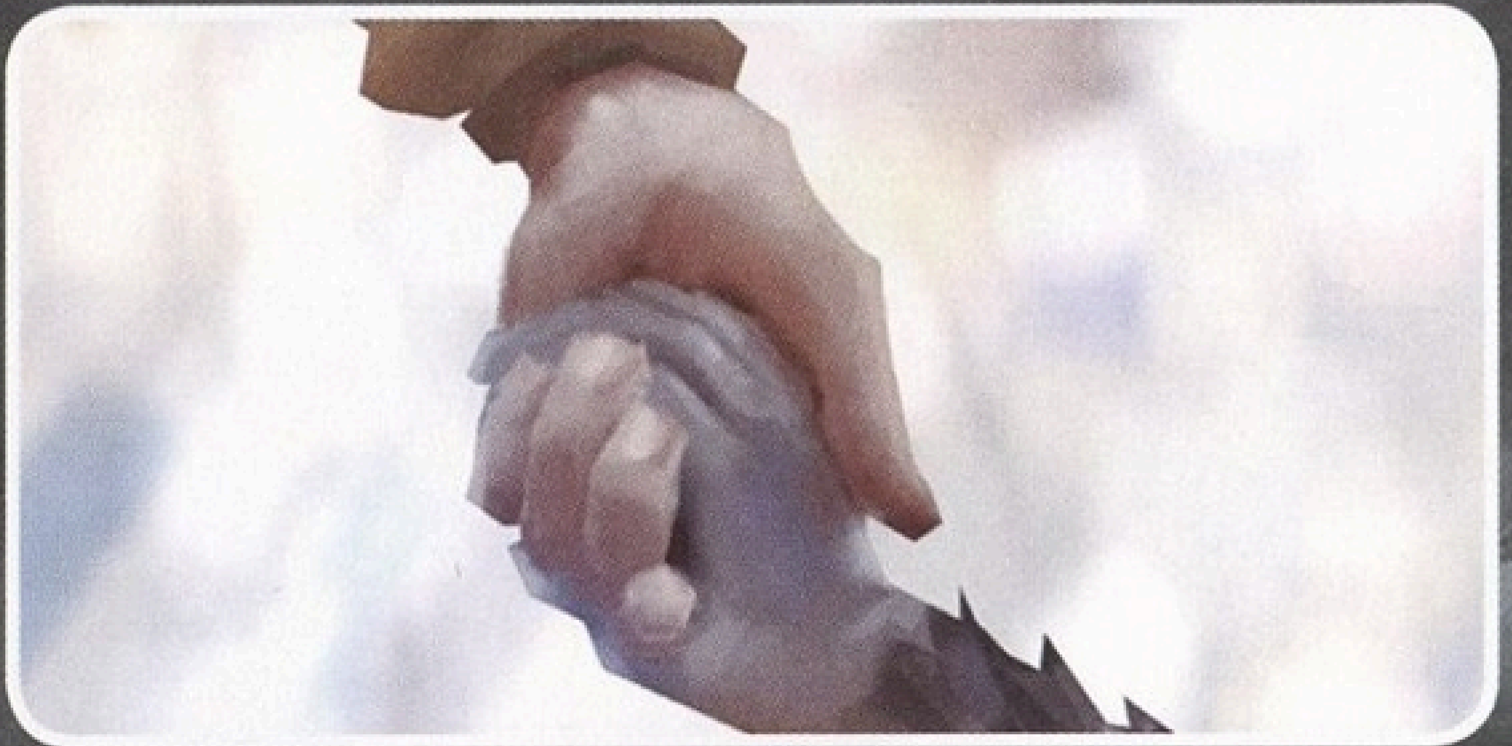
One gorilla displayed such rapid brain development from the gene therapy that he was taken under the wing of Dr. Harold Winston, who taught him science and inspired him with tales of human ingenuity. The young gorilla passed his days assisting with the scientists' experiments, watching the distant blue world outside his habitat window, dreaming of the endless possibilities that awaited him there.

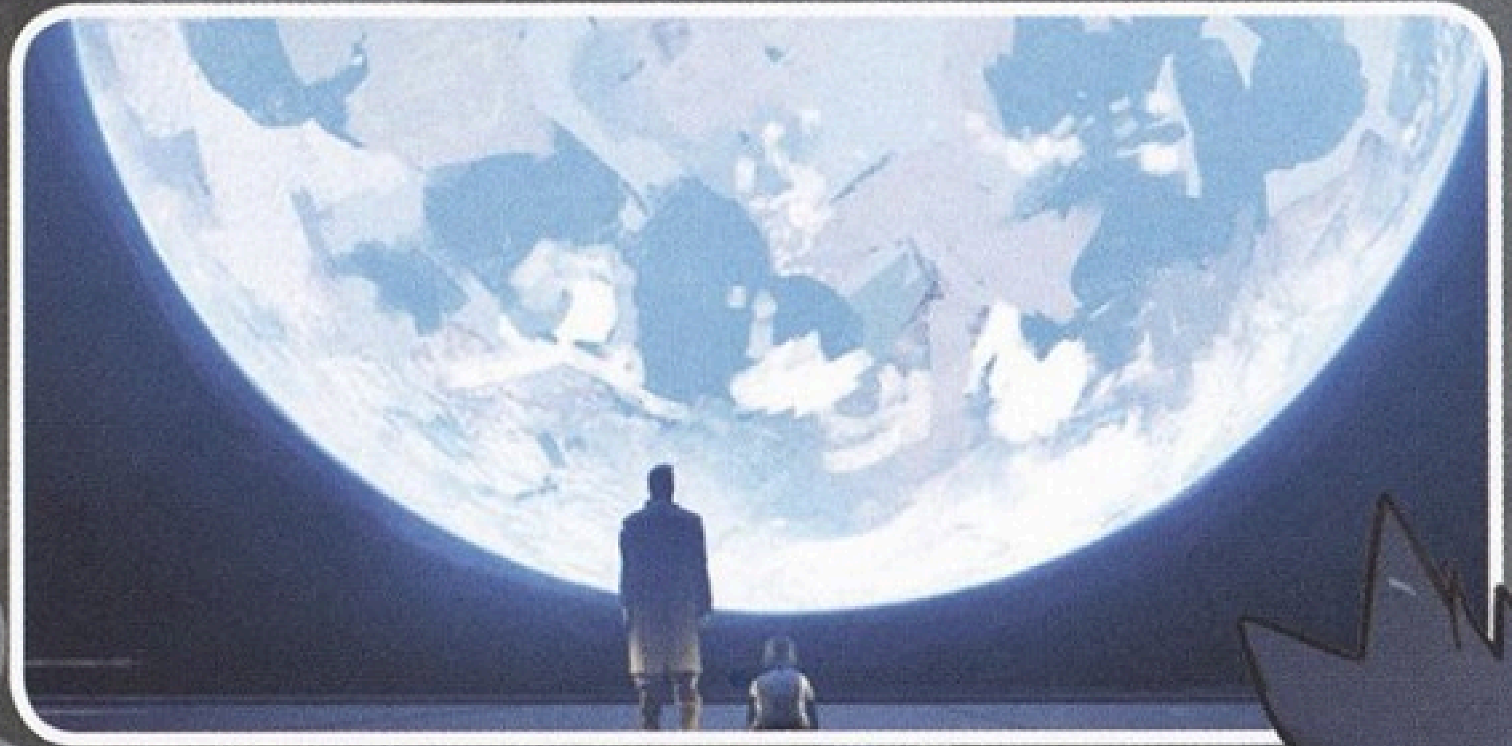
But his life was thrown into chaos when the other gorillas led an uprising, killed the mission scientists, and claimed the colony for their own. Taking on the name of his beloved human caretaker, Winston built a makeshift rocket and escaped to Earth. There he found a new home with Overwatch, an organization that represented everything he had come to admire about humanity. Winston was finally able to live up to the heroic ideal that had been instilled in him.

Now with the fall of Overwatch, Winston has gone into seclusion, once again cut off from the world he believes in, but longing for the days of heroism to return.

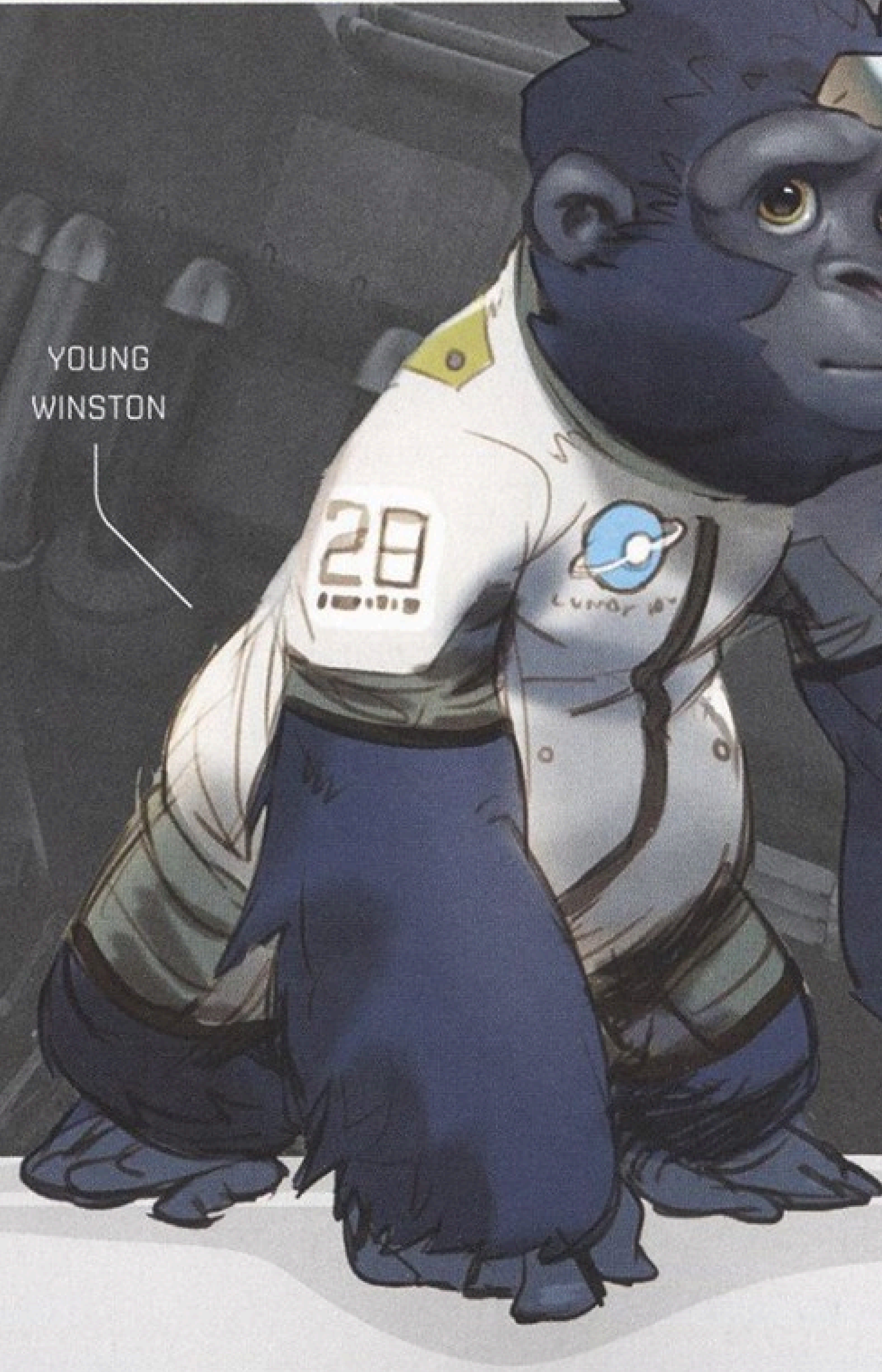




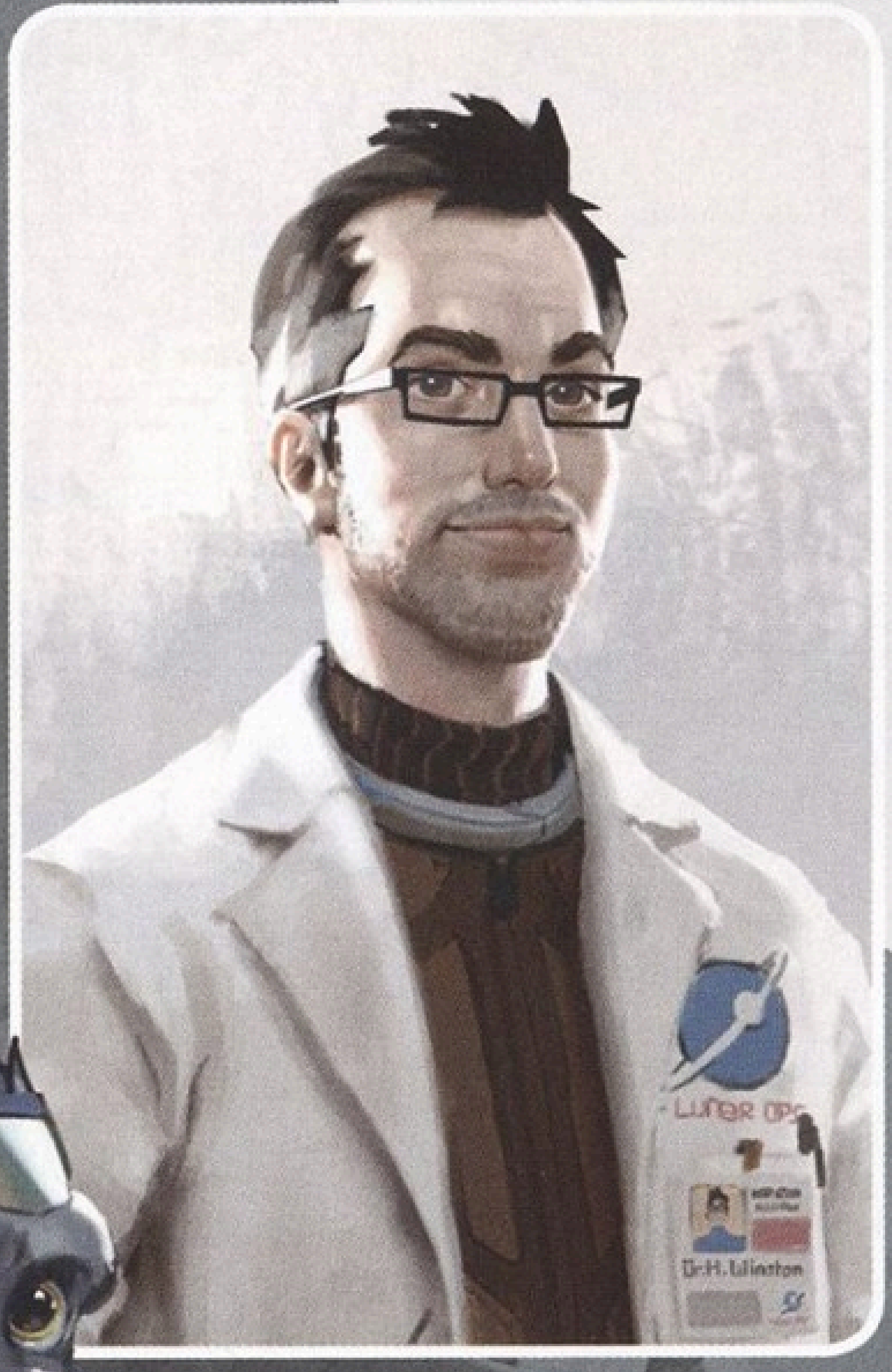




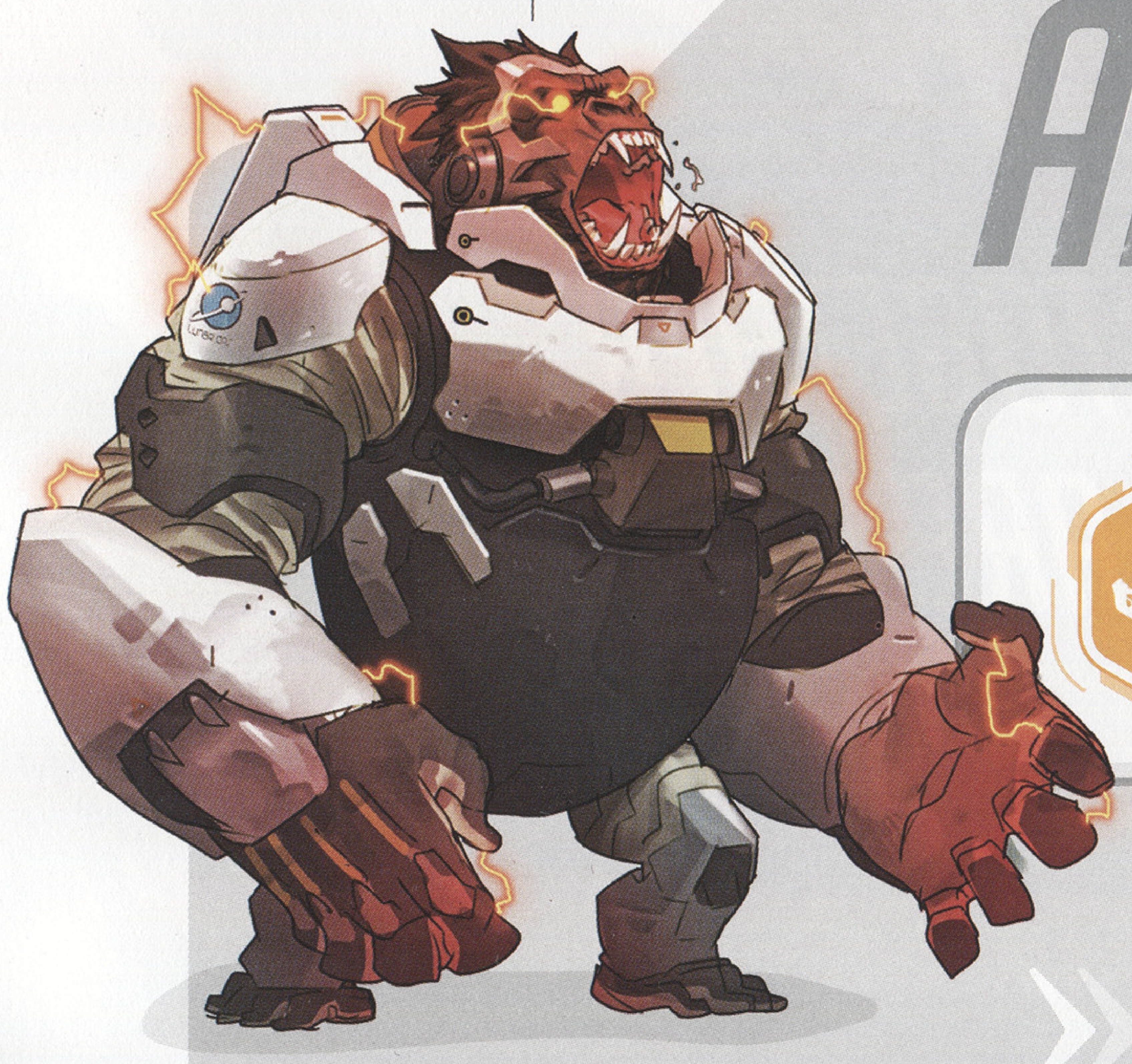
"IMAGINATION IS THE ESSENCE OF DISCOVERY."


28
Lunar Ops

YOUNG WINSTON

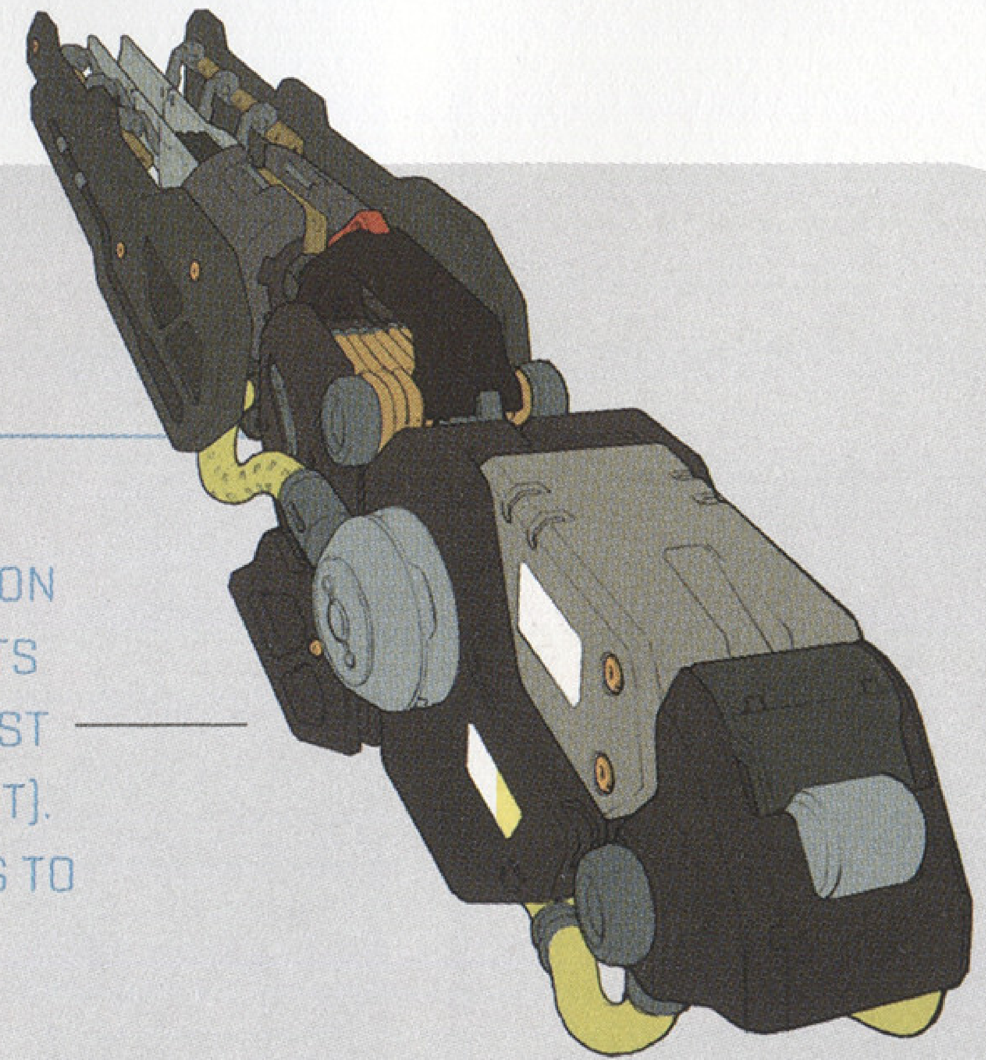

Lunar Ops
Dr. H. Winston

DR. WINSTON


ULTIMATE ABILITY:
PRIMAL RAGE

HERO PROFILE:

ABILITIES


TESLA CANNON:
ELECTRIC ARCS LATCH ON
TO GROUNDED OBJECTS
(HUMANS, OMNICS, MOST
ELECTRICAL EQUIPMENT).
EXTREMELY HAZARDOUS TO
LIVING CREATURES.

PRIMAL RAGE >>> ULTIMATE ABILITY <<<

» Winston embraces his animal nature, significantly boosting his health and making him very difficult to kill, strengthening his melee attack, and allowing him to use his Jump Pack ability more frequently. While raging, Winston can only make melee and Jump Pack attacks.

TESLA CANNON:

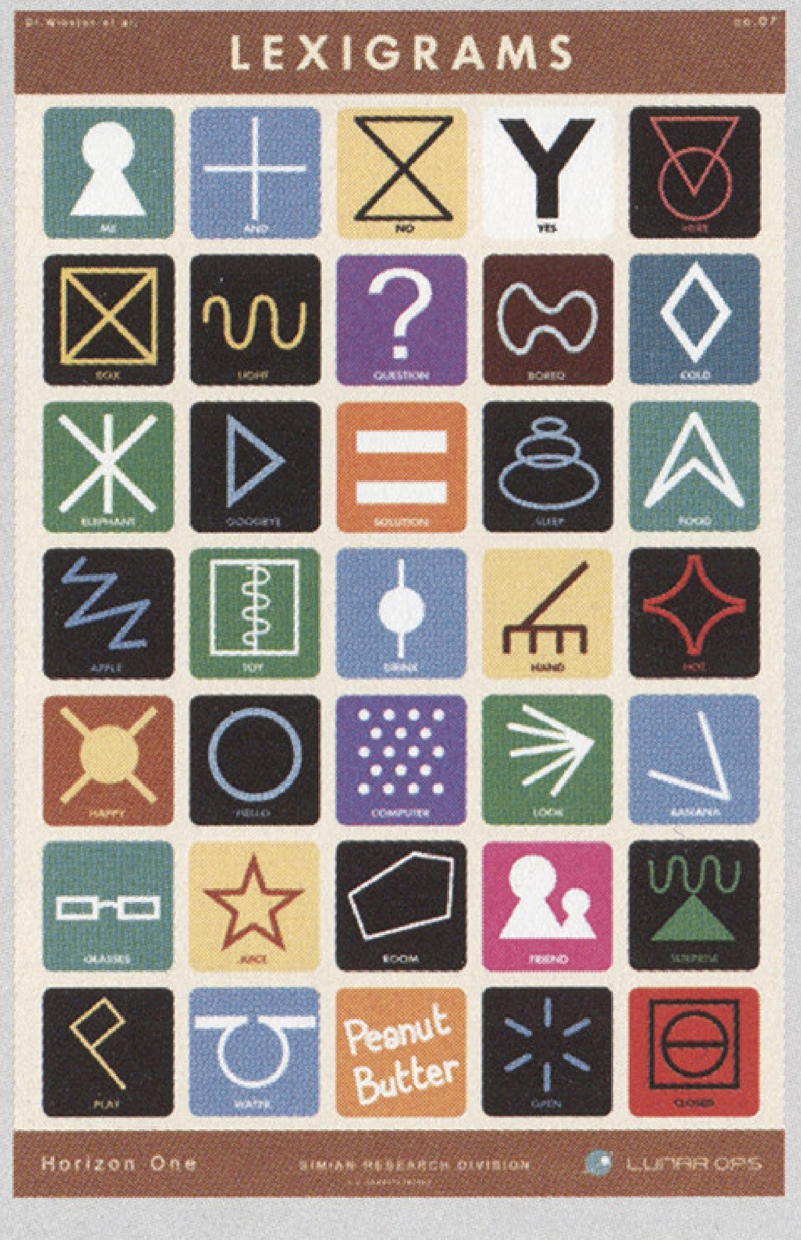
» Winston's weapon fires a continuous short-range electric barrage.

JUMP PACK:

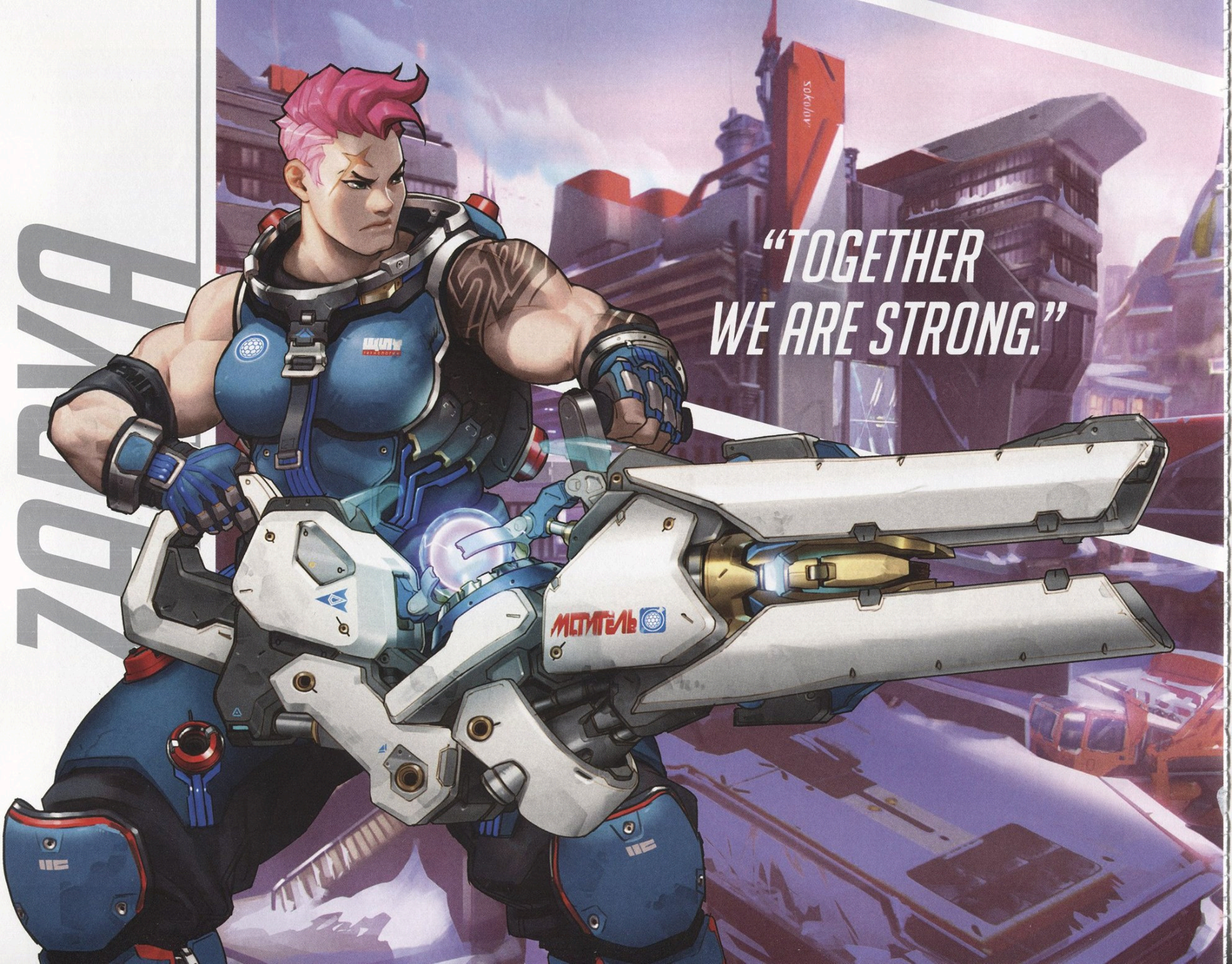
» Assisted by his energy pack, Winston lunges through the air, dealing significant damage.

BARRIER PROJECTOR:

» Winston's barrier projector extends a bubble-shaped field that absorbs damage until it's destroyed. Allies protected by the barrier can return fire from within it.


Dr. Winston et al.
no.07
LEXIGRAMS
ME
AND
NO
YES
HERE
BOX
LIGHT
QUESTION
BORED
COLD
ELEPHANT
GOODBYE
SOLUTION
SLEEP
FOOD
APPLE
TOY
DRINK
HAND
HOT
HAPPY
HELLO
COMPUTER
LOOK
BANANA
GLASSES
JUICE
ROOM
FRIEND
SURPRISE
PLAY
WATER
Peanut Butter
OPEN
CLOSED
Horizon One
SIMIAN RESEARCH DIVISION
LUNAR OPS

ZARYA


sokolov
МСТИТЕЛЬ

"TOGETHER WE ARE STRONG."

HERO PROFILE:

ZARYA

ROLE:
TANK

NAME:
ALEKSANDRA ZARYANOVA

AGE:
28

OCCUPATION:
SOLDIER

BASE OF OPERATIONS:
KRASNOYARSK FRONT, RUSSIA

AFFILIATION:
RUSSIAN DEFENSE FORCES

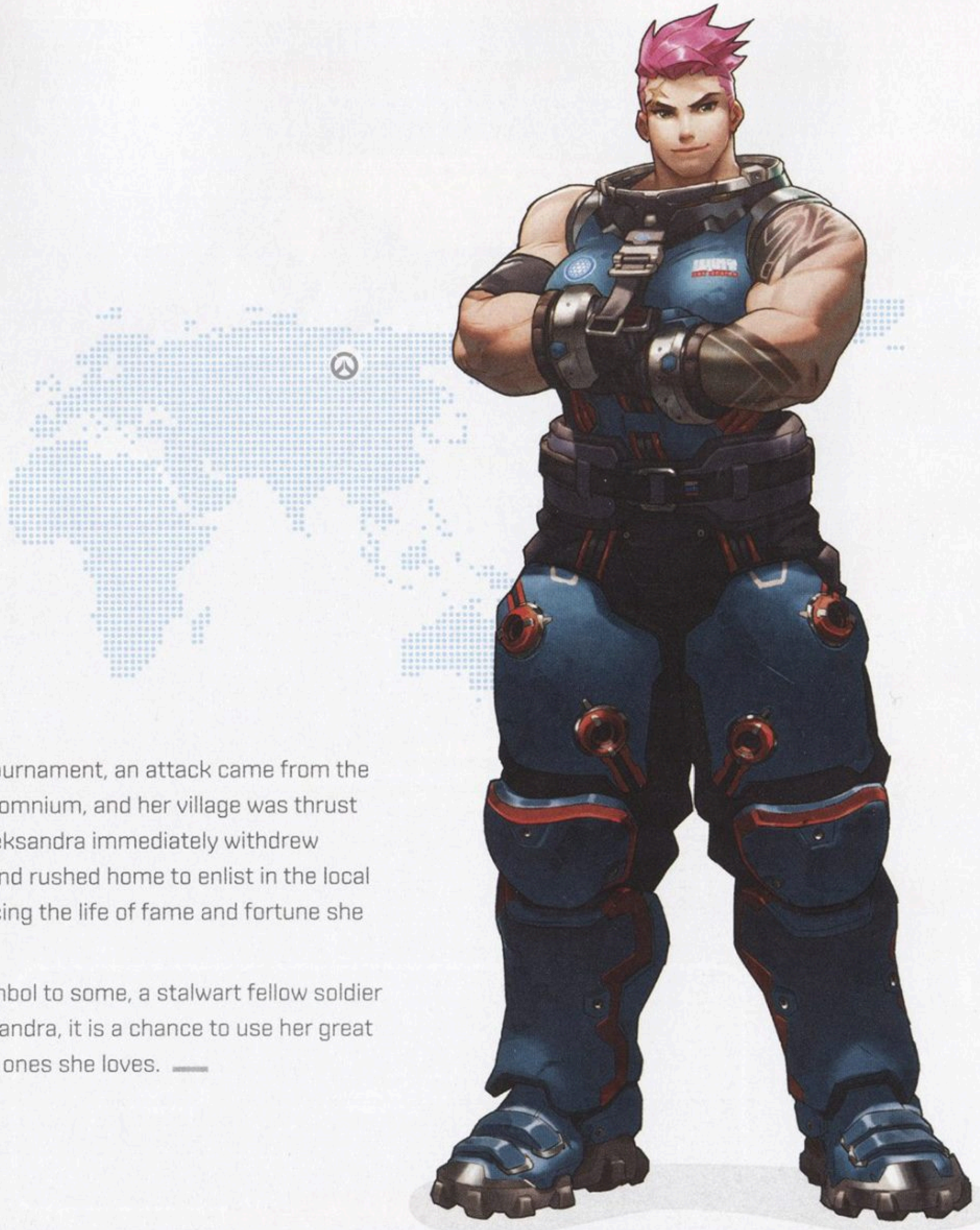
BIOGRAPHY:

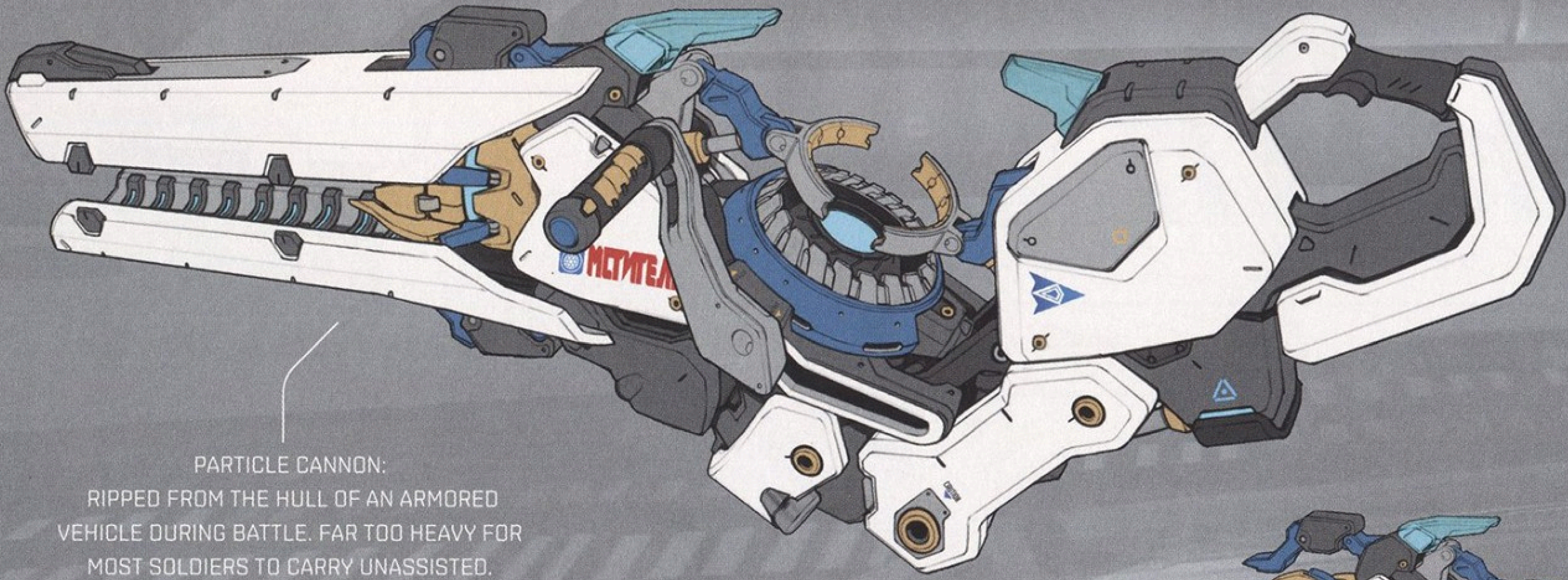
Aleksandra was born in a remote Siberian village that was on the front lines of the Omnic Crisis, which began some thirty years ago. Although Russian forces defeated the robots and shut down their omnium, the region was devastated by the conflict. Only a child at the time, Aleksandra was surrounded by the post-war destruction, and as she grew older, she swore that she would gain the strength to help her people recover.

With her focus on weightlifting and bodybuilding, Aleksandra was identified by the national athletics program as a potential star. She trained extensively, moving up the ranks while representing her country, and was expected to shatter longstanding records in the upcoming world championships.

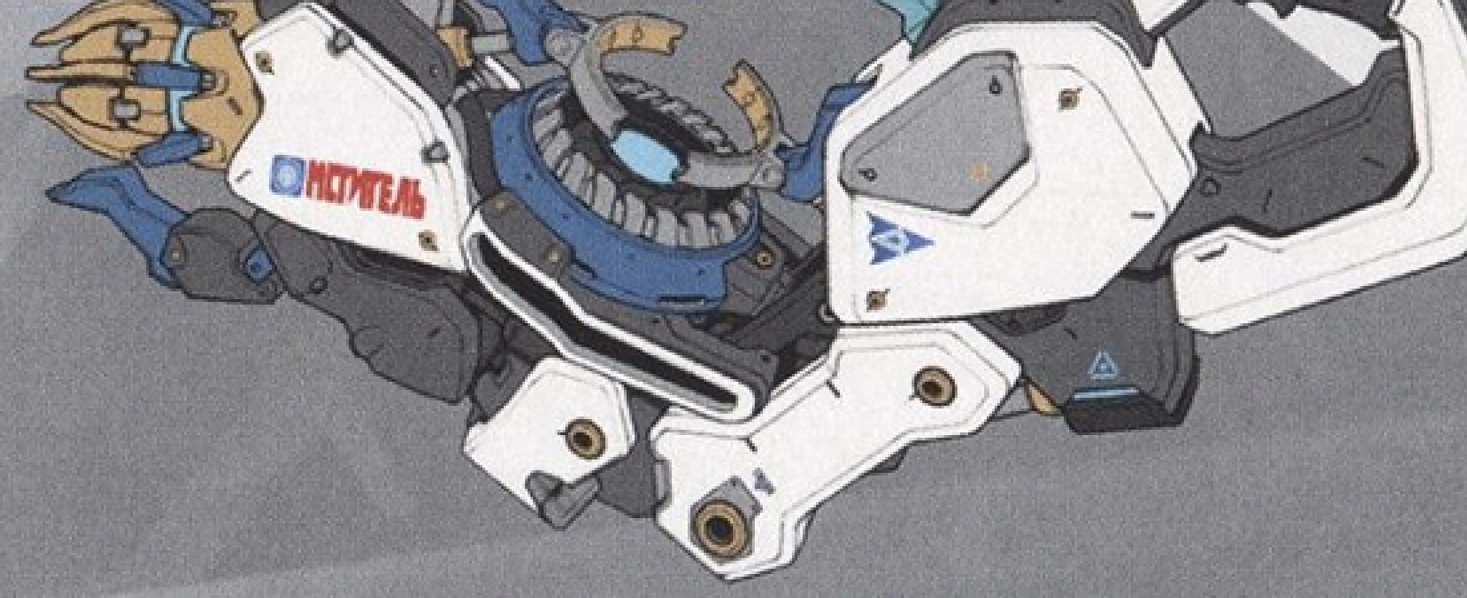
But on the eve of the tournament, an attack came from the long-dormant Siberian omnium, and her village was thrust into war once again. Aleksandra immediately withdrew from the competition and rushed home to enlist in the local defense forces, sacrificing the life of fame and fortune she might have had.

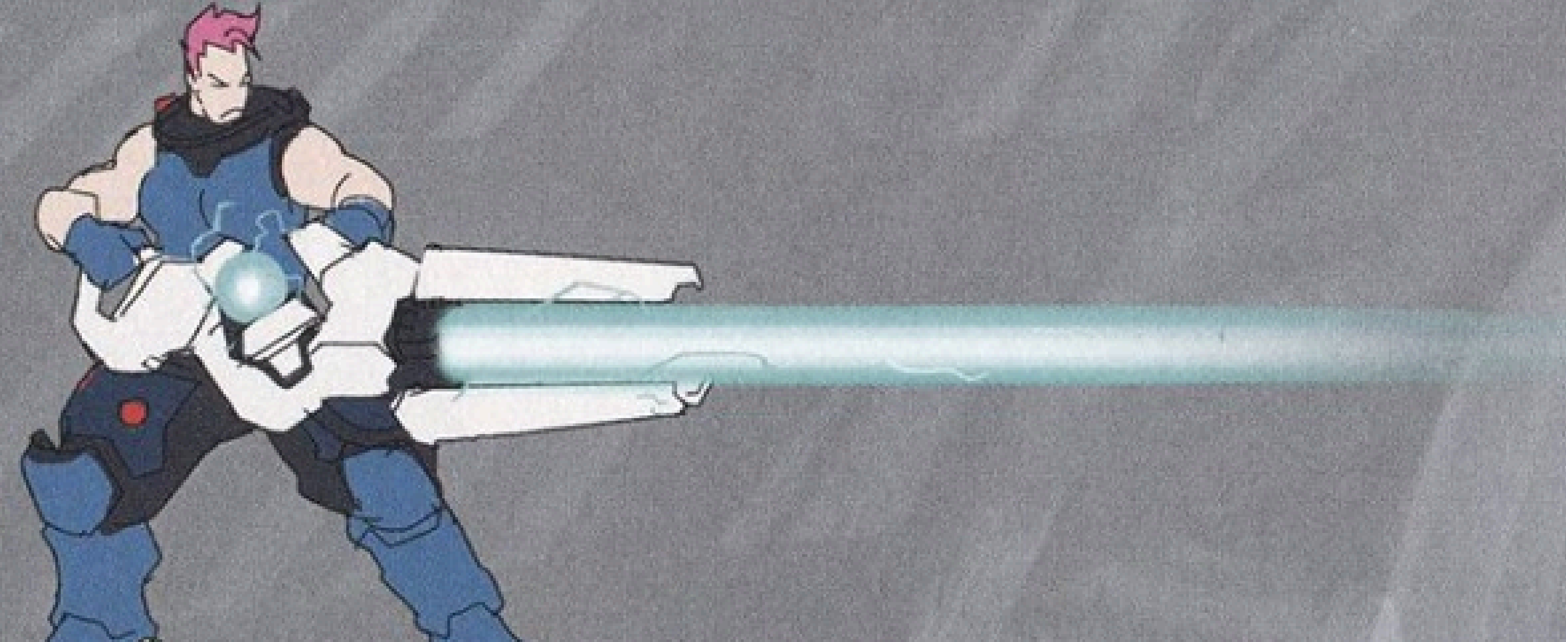
Now she serves—a symbol to some, a stalwart fellow soldier to others. But for Aleksandra, it is a chance to use her great strength to protect the ones she loves.

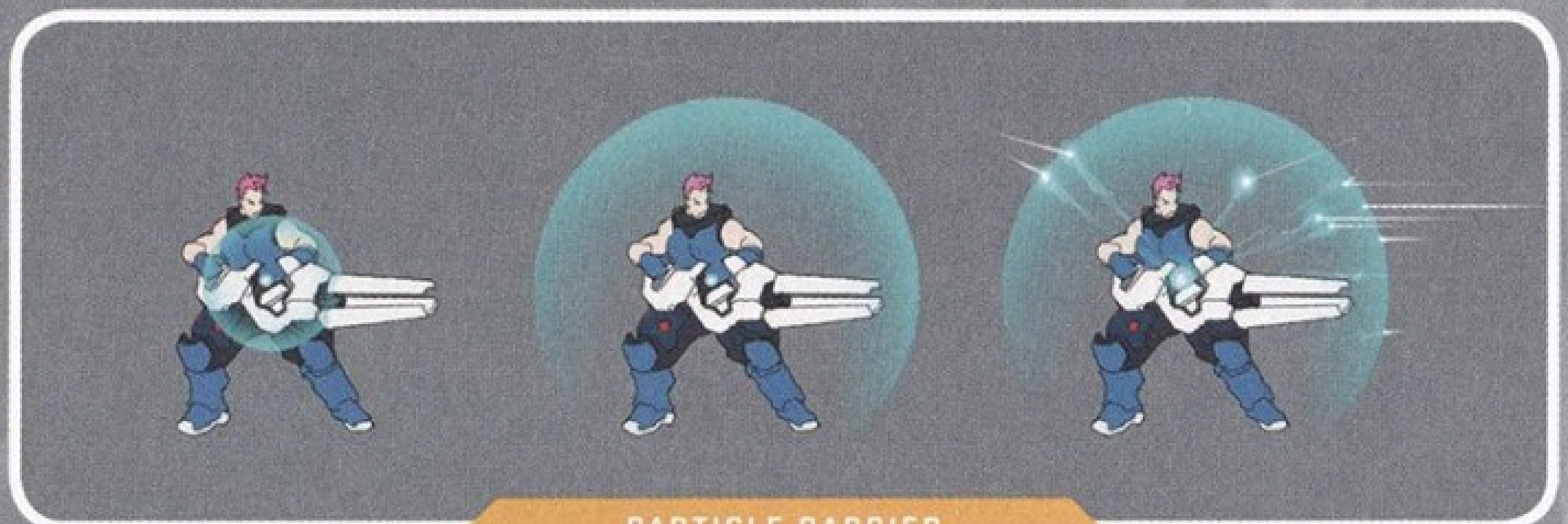




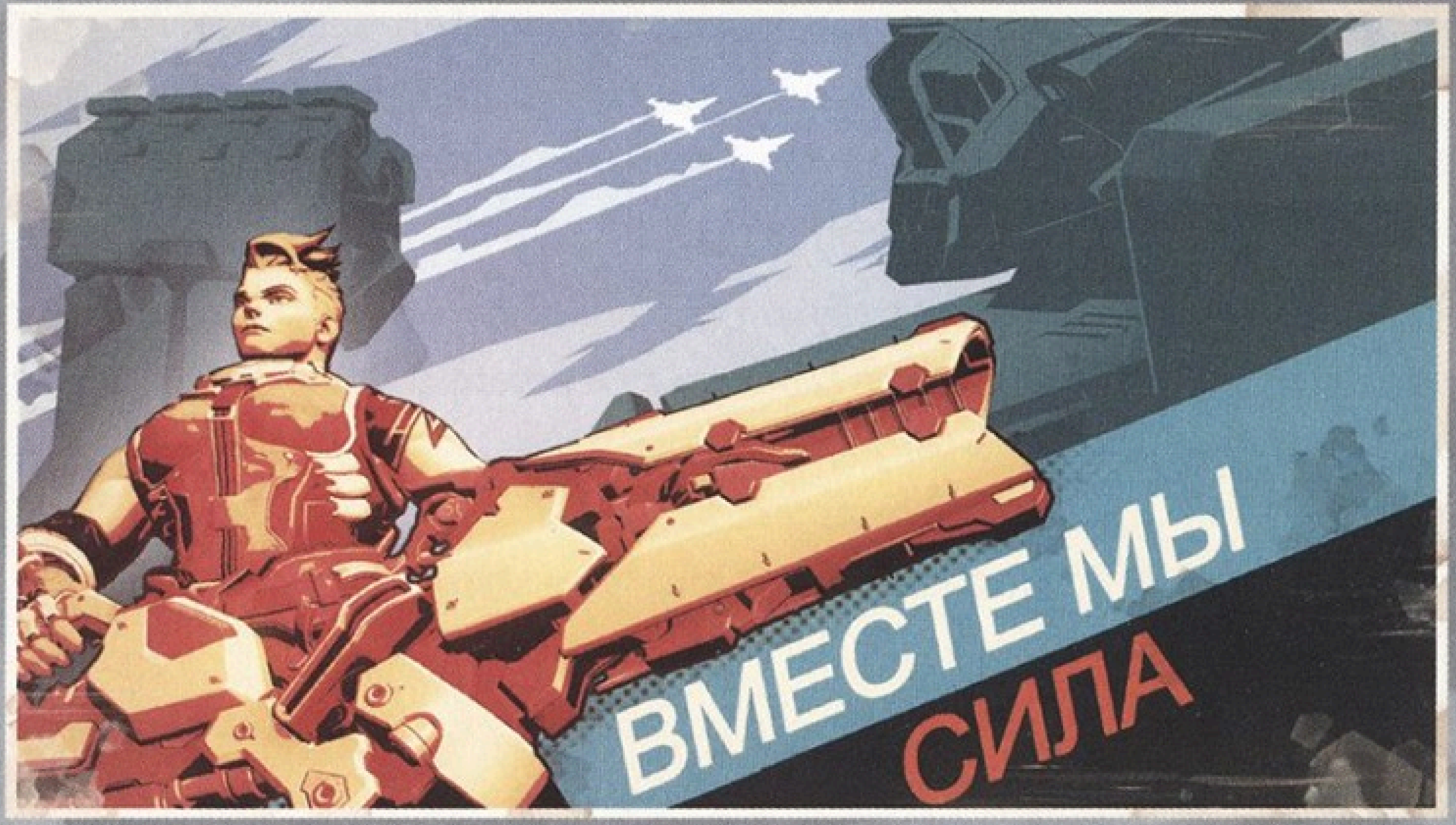
PARTICLE CANNON:
RIPPED FROM THE HULL OF AN ARMORED VEHICLE DURING BATTLE. FAR TOO HEAVY FOR MOST SOLDIERS TO CARRY UNASSISTED.

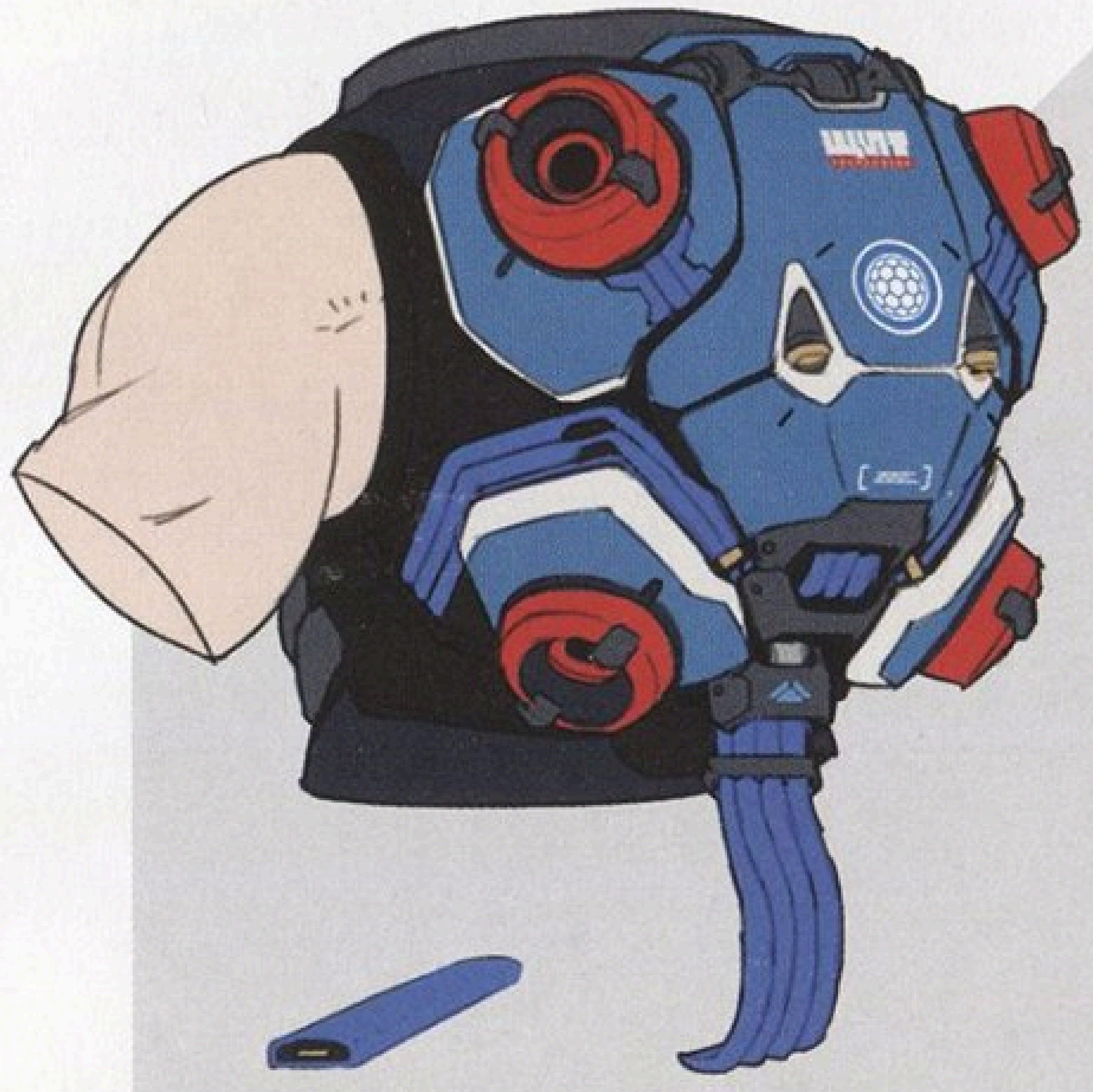






PARTICLE BARRIER


ВМЕСТЕ МЫ
СИЛА



HERO PROFILE:

ABILITIES

провод

GRAVITON SURGE >>> ULTIMATE ABILITY <<<

» Zarya launches a gravity bomb that draws in enemy combatants and deals damage while they're trapped.

МСТИТЕЛЬ

"AVENGER"

PARTICLE CANNON:

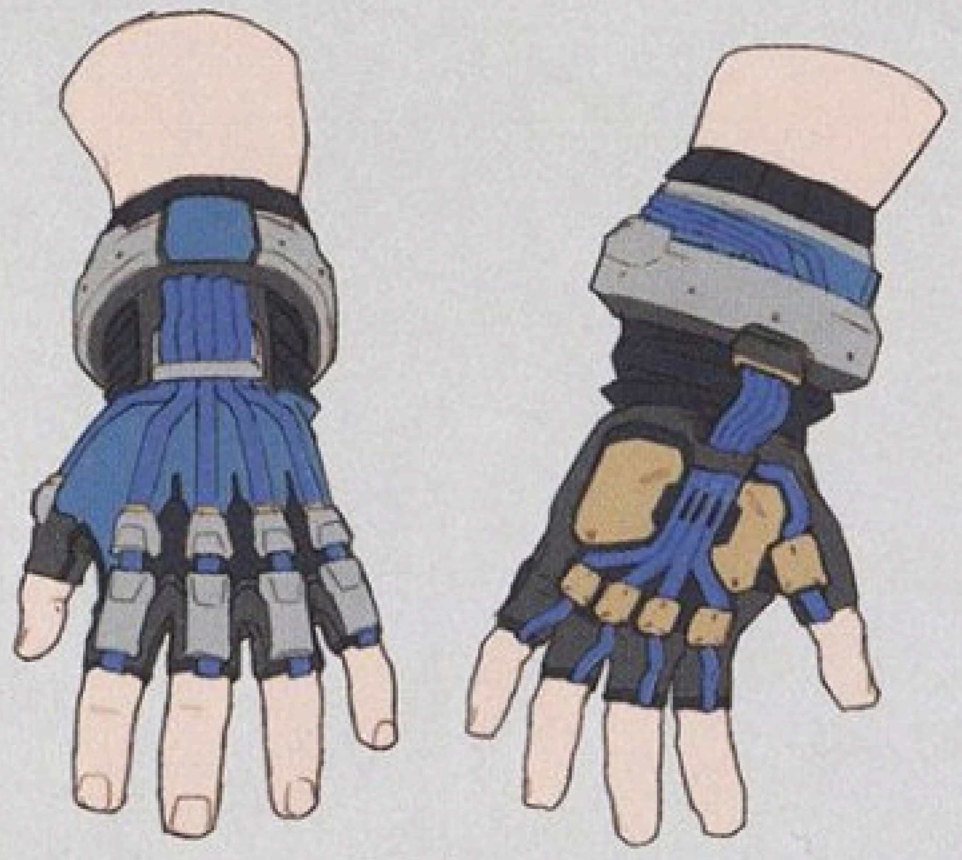
» Zarya's mighty Particle Cannon unleashes a short-range beam of destructive energy. Alternatively, Zarya can lob an explosive charge to strike multiple opponents.

PARTICLE BARRIER:

» The Particle Cannon can emit a personal barrier that shields Zarya against incoming attacks, redirecting their energy to enhance her weapon's damage and the width of its beam.

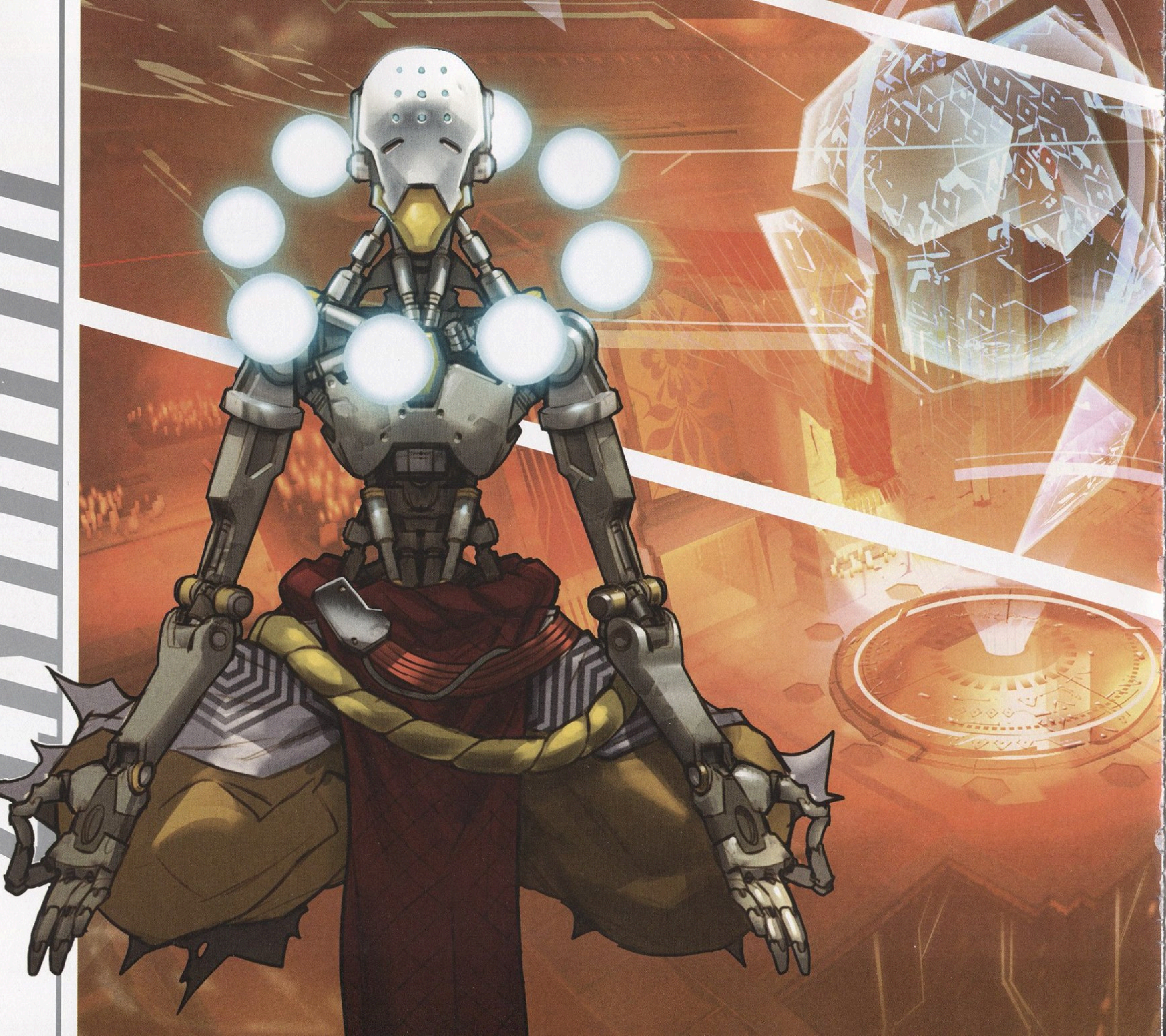
PROJECTED BARRIER:

» Zarya surrounds one of her teammates with an energy barrier that simultaneously absorbs fire and boosts the power of her Particle Cannon.



ZARYA'S GLOVES CONDUCT AND AMPLIFY THE ENERGY FLOWING THROUGH HER PARTICLE CANNON.

ZENYATTA



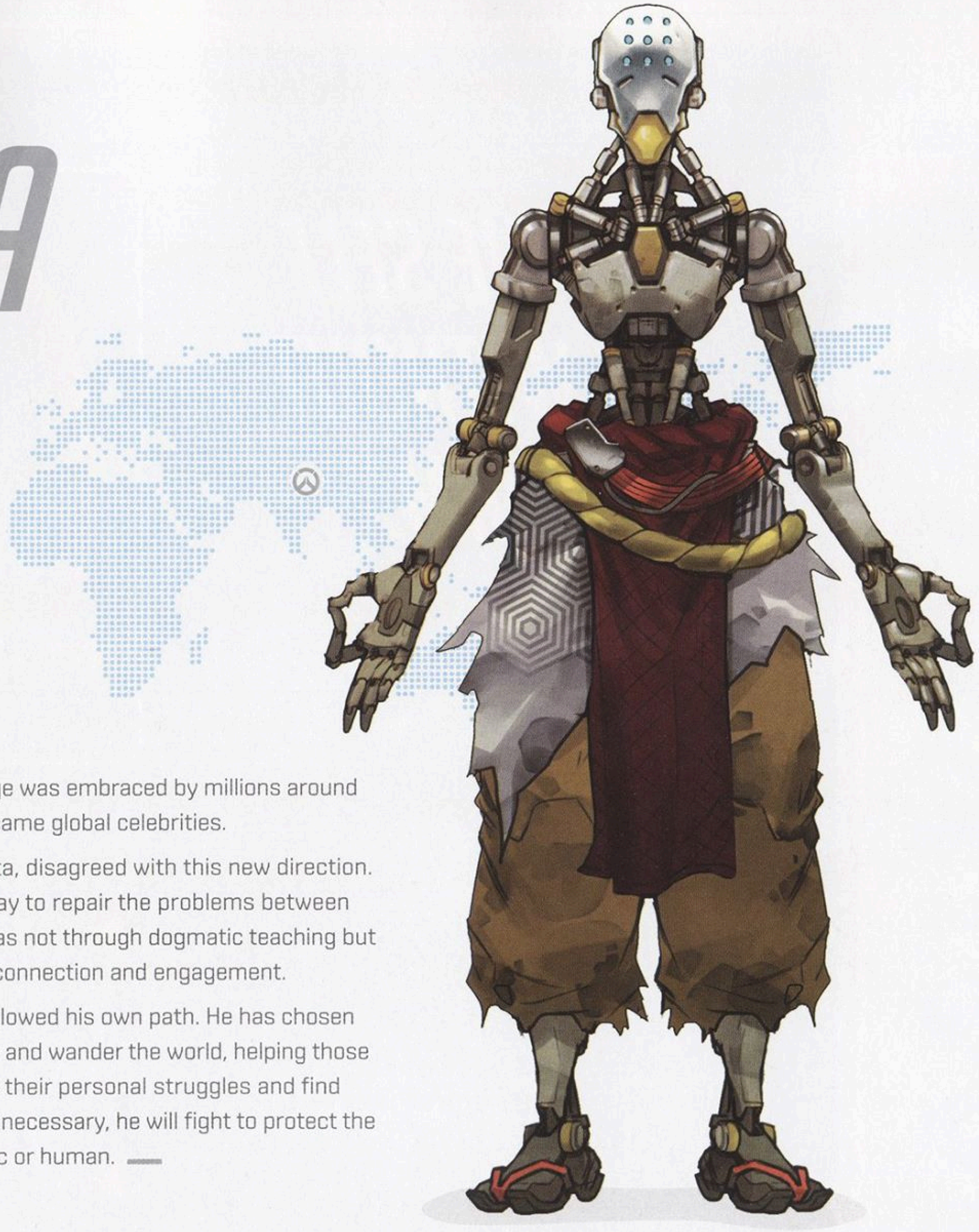
HERO PROFILE:

ZENYATTA

ROLE:

SUPPORT

NAME: TEKHARTHA ZENYATTA	AGE: 20
OCCUPATION: WANDERING GURU, ADVENTURER	
BASE OF OPERATIONS: SHAMBALI MONASTERY, NEPAL (FORMERLY)	
AFFILIATION: THE SHAMBALI (FORMERLY)	



BIOGRAPHY:

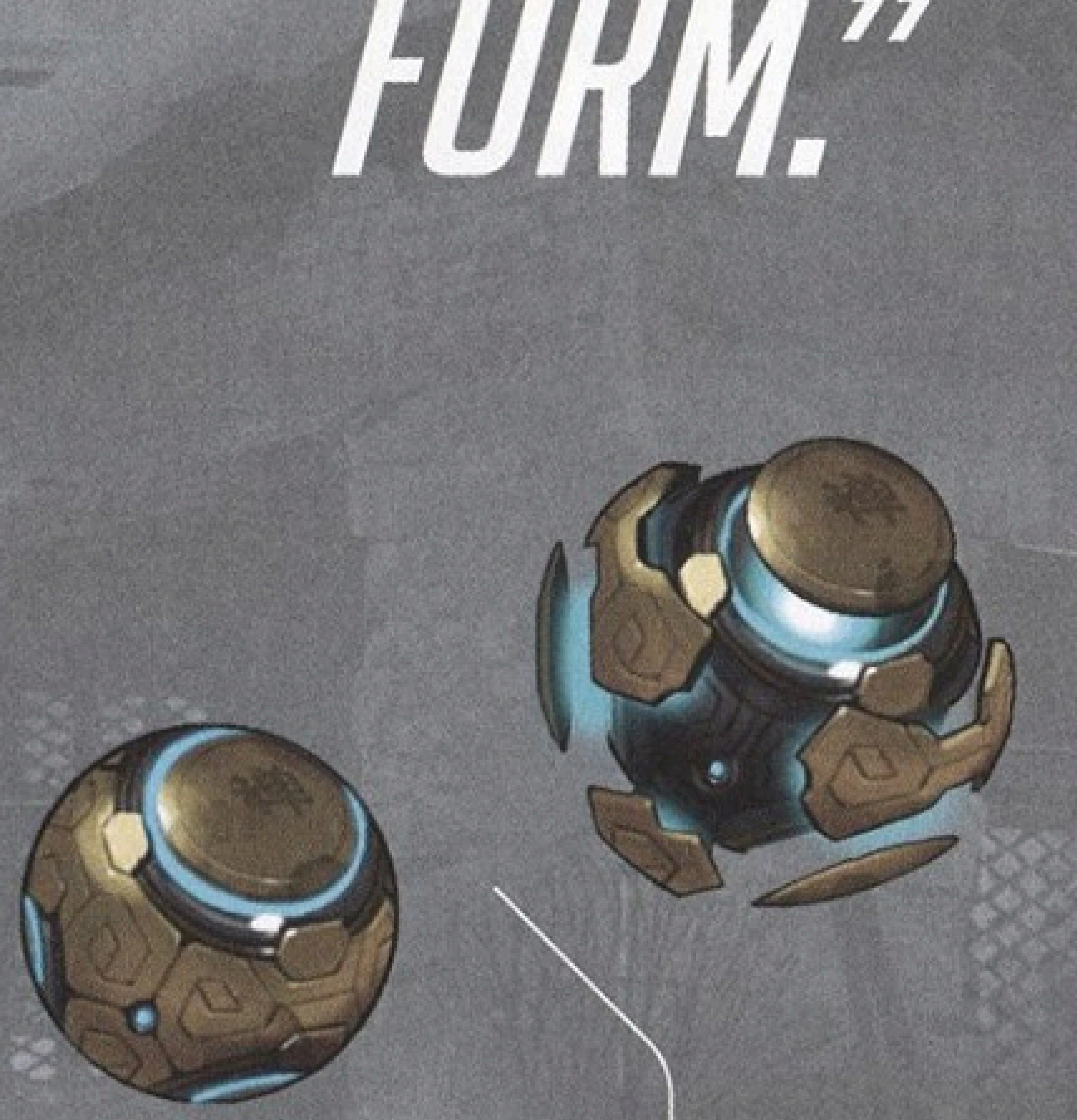
Years ago, following the Omnic Crisis, a group of outcast omnic robots experienced what they described as a spiritual awakening. They abandoned their preprogrammed lives to establish a communal monastery deep in the Himalayas. After many years of meditation on the nature of existence, they came to the belief that they were more than artificial intelligences and that, like humans, they possessed the essence of a soul.

Recognizing the spiritual equality they held with humans, the monks, led by the enigmatic robot known as Tekhartha Mondatta, sought to heal the wounds caused by the Omnic Crisis and bring humans and robots back into societal harmony. Their message was embraced by millions around the world, and they became global celebrities.

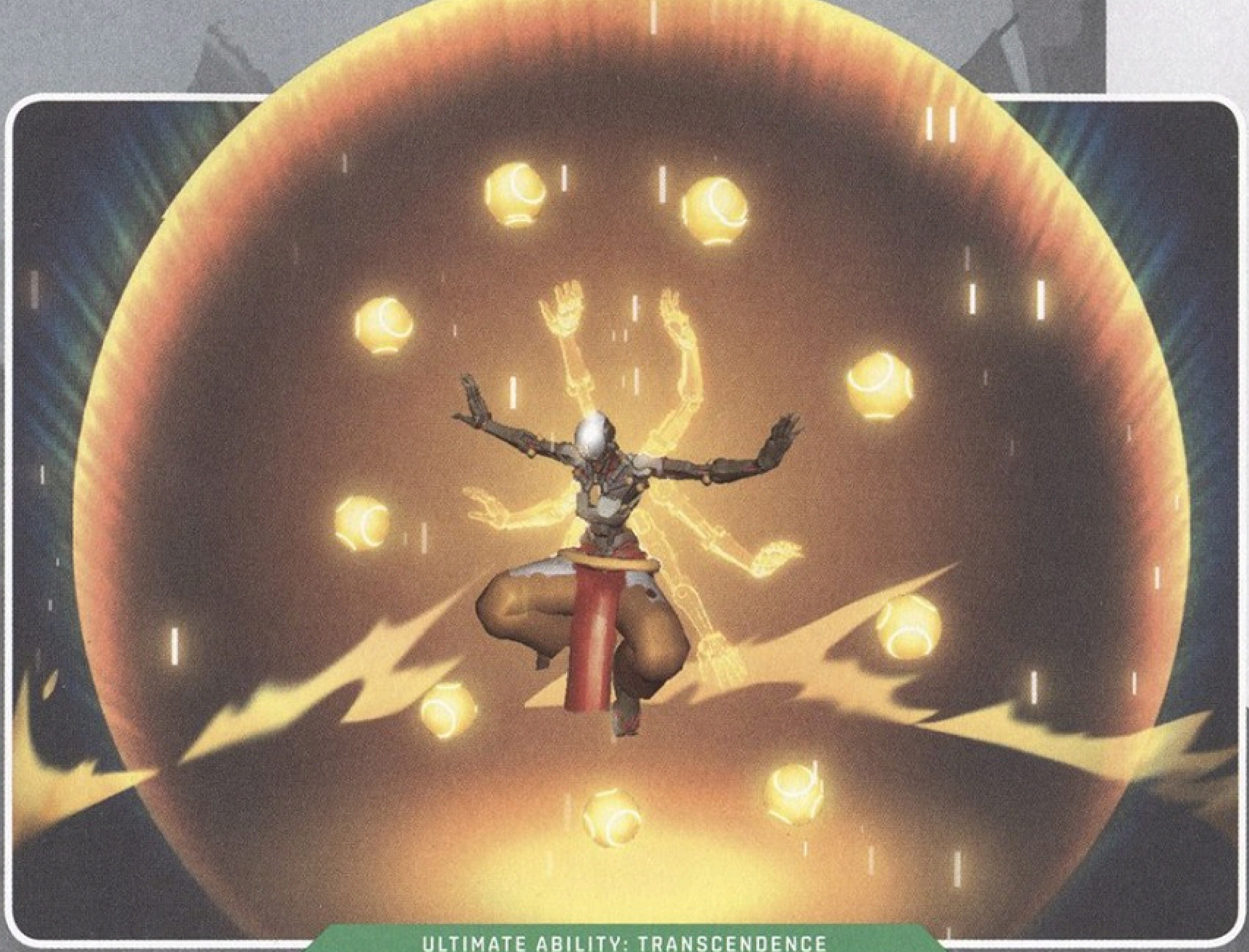
But one monk, Zenyatta, disagreed with this new direction. He believed that the way to repair the problems between humans and omnics was not through dogmatic teaching but through interpersonal connection and engagement.

Ultimately, Zenyatta followed his own path. He has chosen to leave the monastery and wander the world, helping those he meets to overcome their personal struggles and find inner peace. But, when necessary, he will fight to protect the innocent, be they omnic or human.

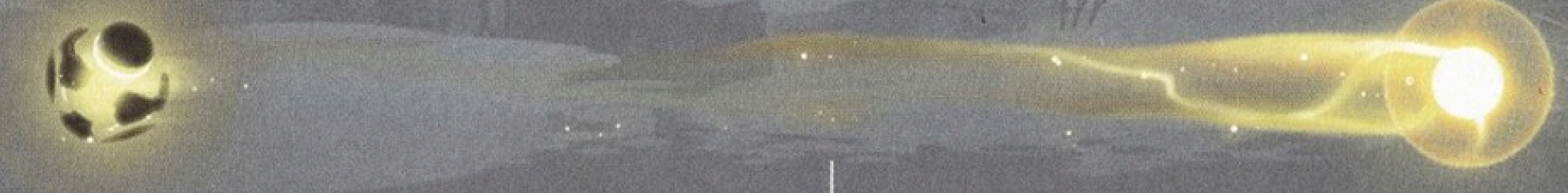
“TRUE SELF IS WITHOUT FORM.”



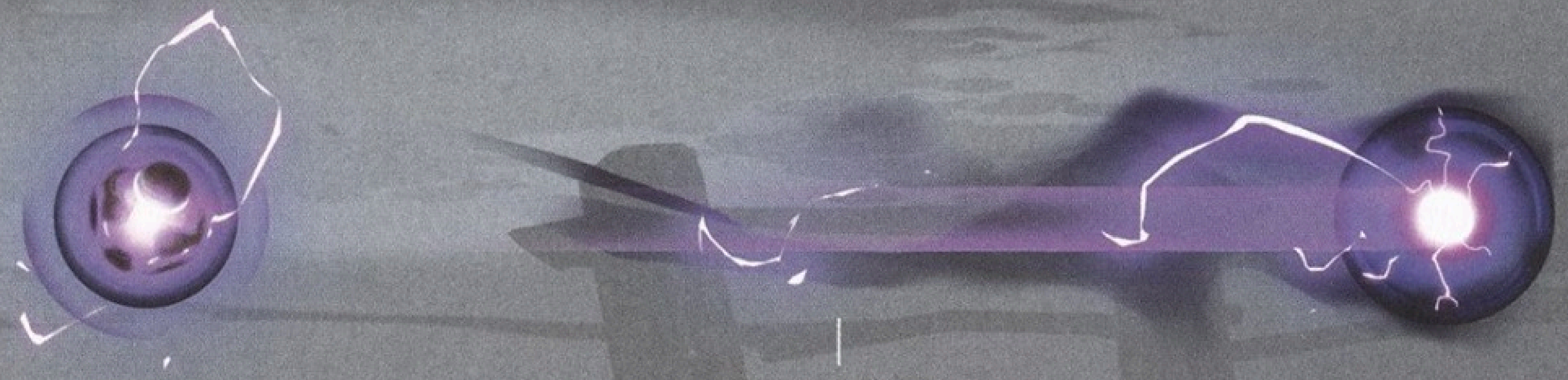
ORBS:
HAND CARVED AT SHAMBALI MONASTERY. SERVES AS A MEANS TO CHANNEL OMNIC ENERGY; CAN BE UNLEASHED IN PEACEFUL OR DESTRUCTIVE WAYS.



ULTIMATE ABILITY: TRANSCENDENCE



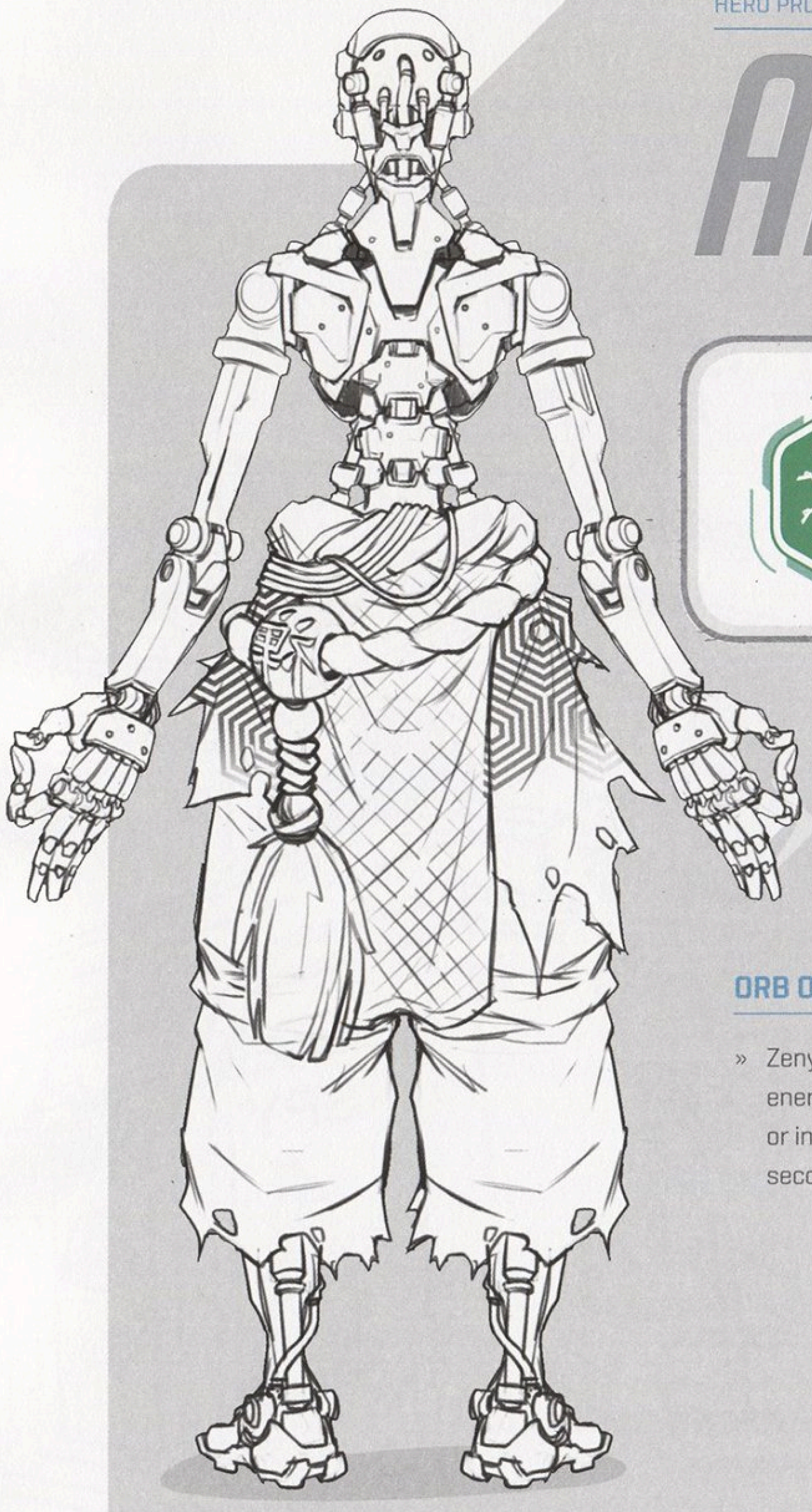
ORB OF HARMONY

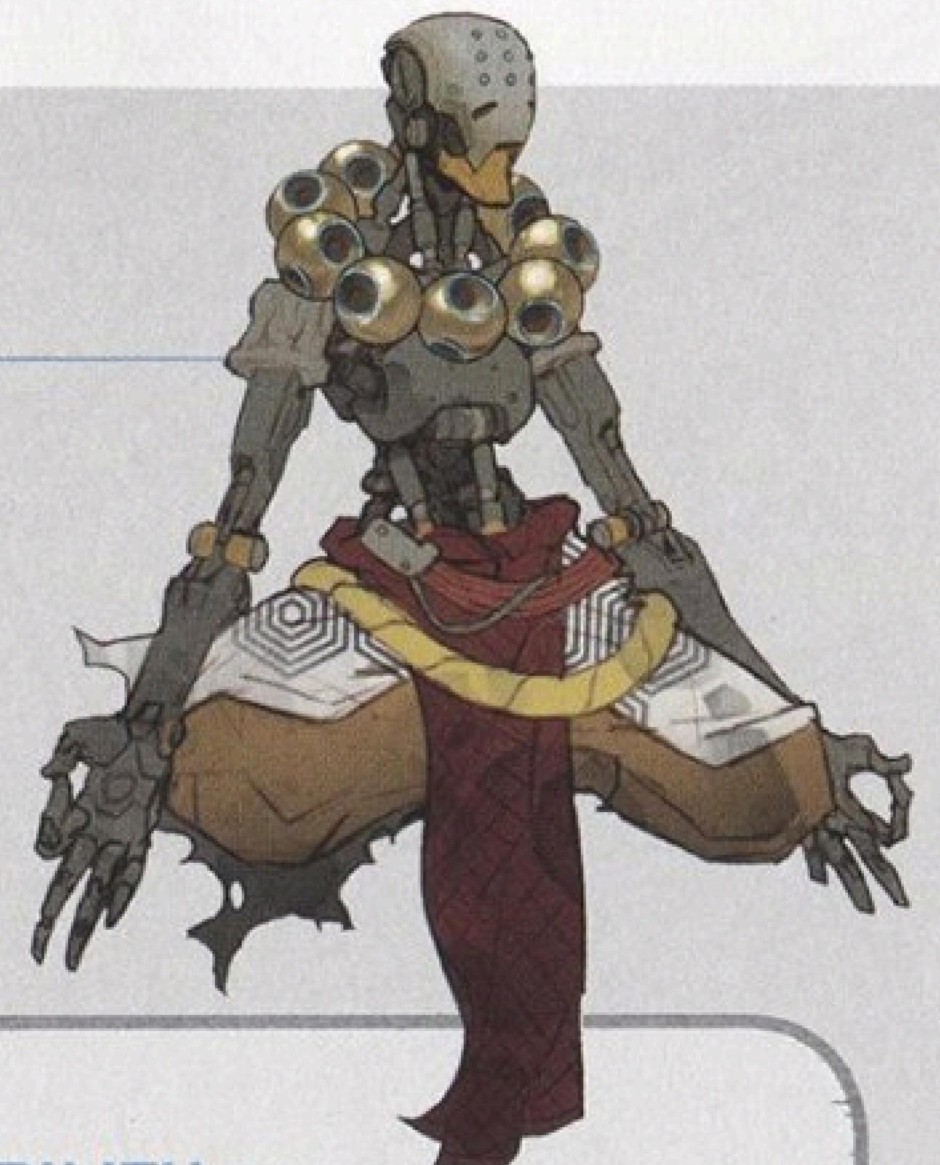


ORB OF DISCORD

HERO PROFILE:

ABILITIES





TRANSCENDENCE >>> ULTIMATE ABILITY <<<

» Zenyatta enters a state of heightened existence for a short period of time. While transcendent, Zenyatta cannot use abilities or weapons, but is immune to damage and automatically restores his health and that of nearby allies.

ORB OF DESTRUCTION:

» Zenyatta projects his destructive energy orbs either individually, or in a rapid-fire volley after a few seconds spent gathering power.

ORB OF HARMONY:

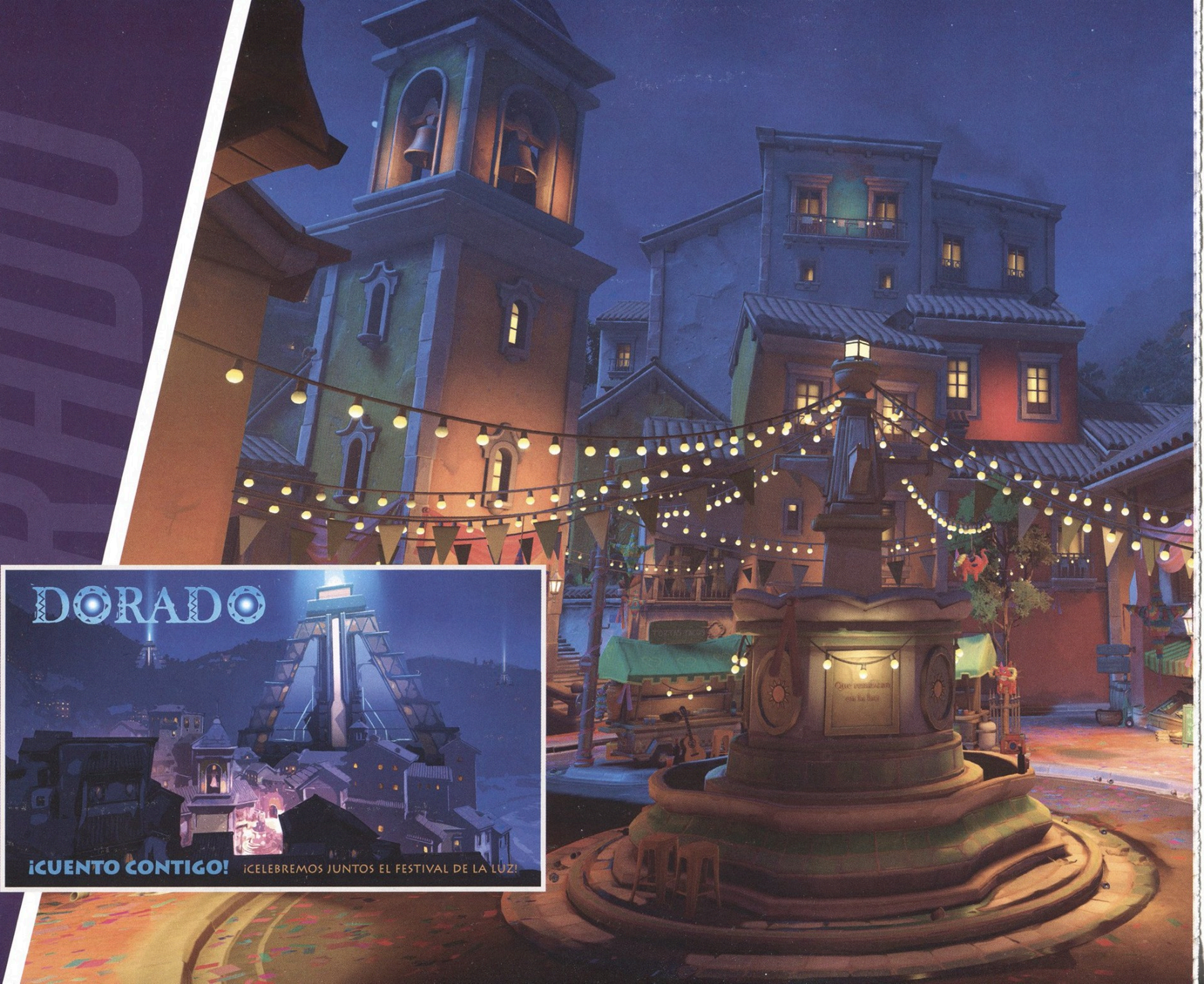
» Zenyatta casts an orb over the shoulder of a targeted ally. So long as Zenyatta remains alive, the orb slowly restores health to his ally. Only one ally can receive the orb's benefit at a time.

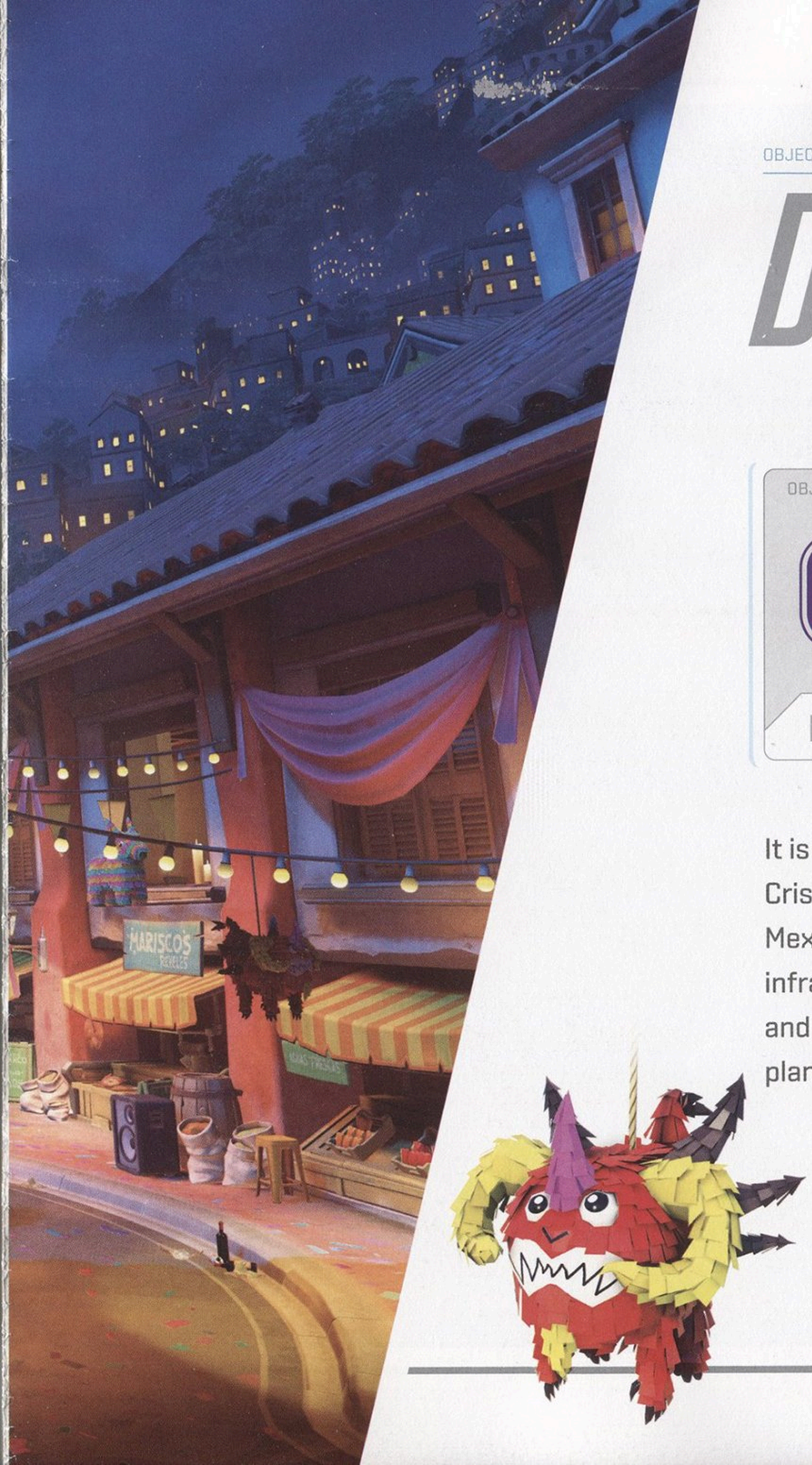
ORB OF DISCORD:

» Attaching the orb of discord to an opponent amplifies the amount of damage they receive for as long as Zenyatta lives. Only one opponent can suffer the orb's effects at a time.

STAGE
30
STAGE
2
OFFICE
RDDNR
SPY
HEROES
HERO
MAD
MAN

ENVIRONMENTS


DORADO
¡CUENTO CONTIGO!
¡CELEBREMOS JUNTOS EL FESTIVAL DE LA LUZ!



OBJECTIVE: ESCORT

DORADO

OBJECTIVE:

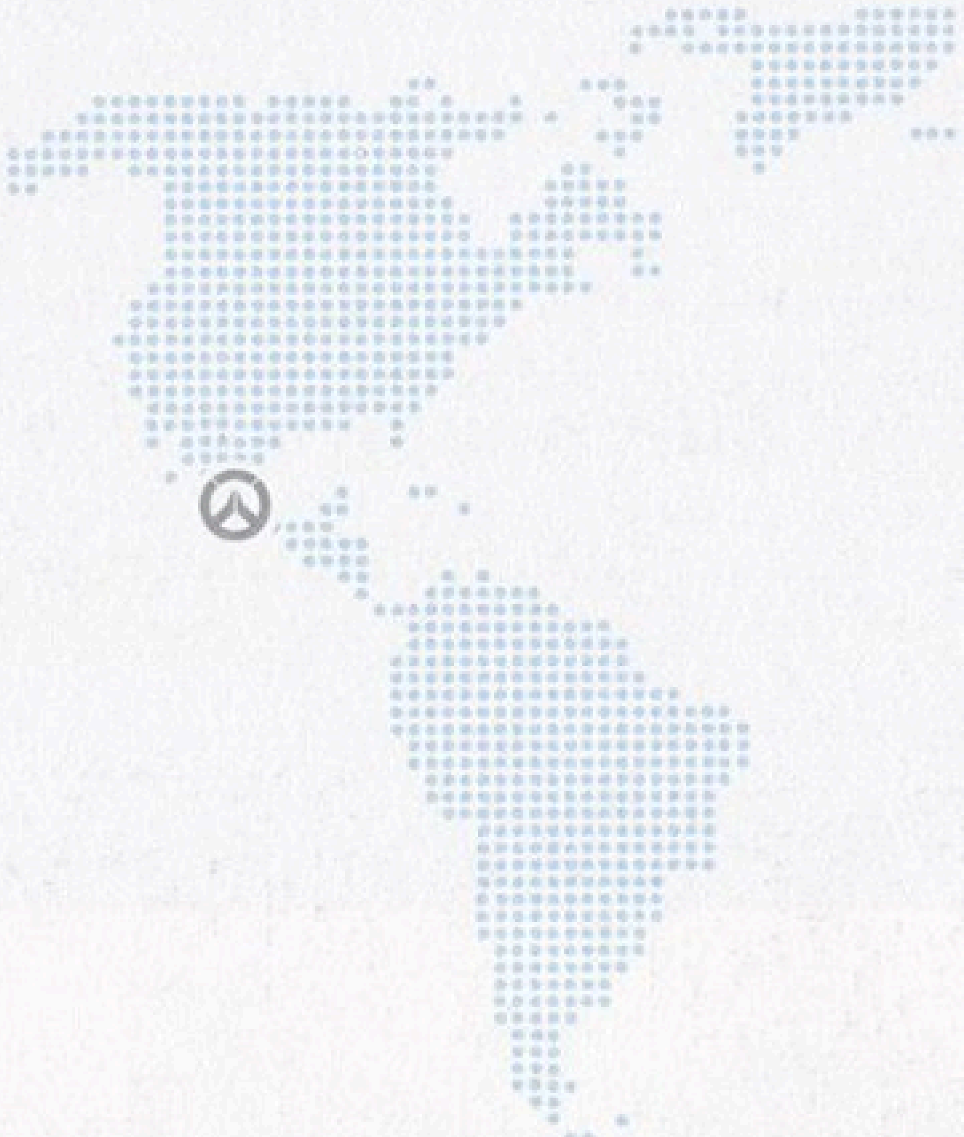
E

ESCORT

OBJECTIVE DETAILS: ESCORT

LOCATION NAME: DORADO

COUNTRY: MEXICO



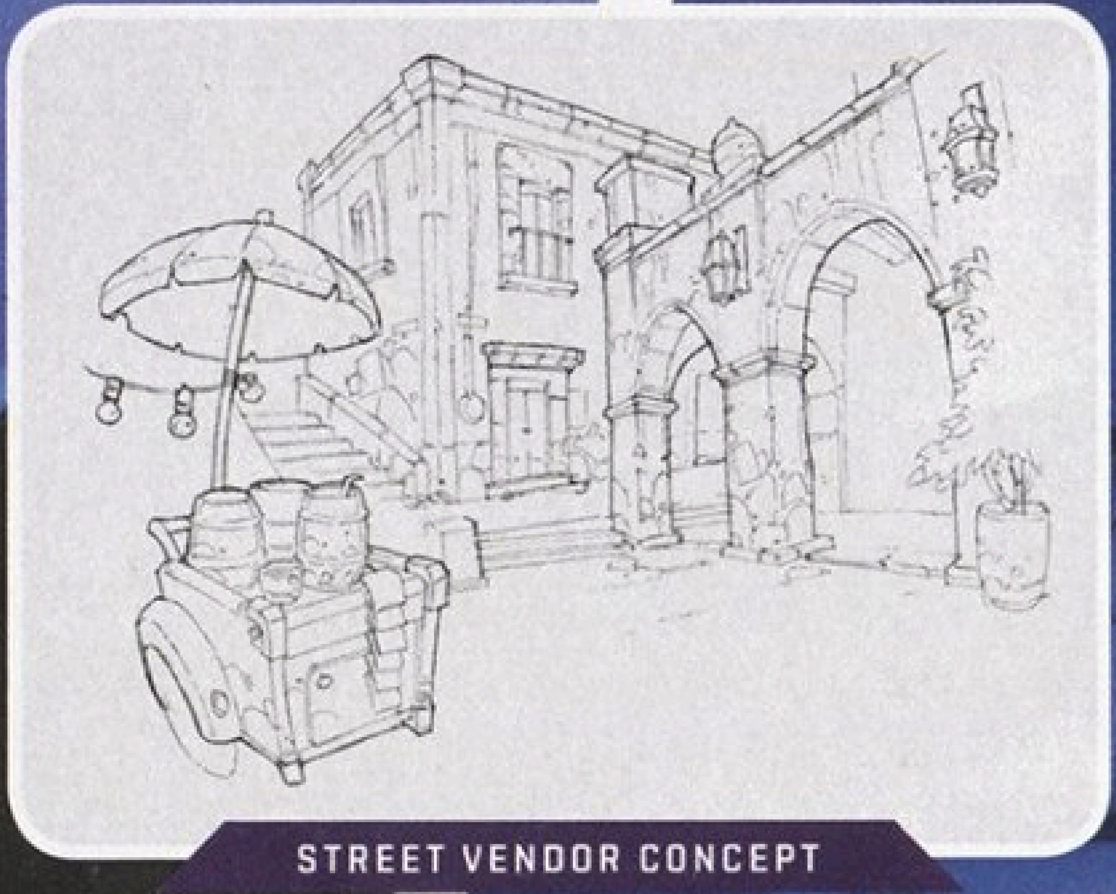
It is Festival de la Luz in Dorado, an annual celebration of the end of the Omnic Crisis and the period of darkness—both figurative and literal—that engulfed Mexico when the omnics destroyed much of the country's power grid and infrastructure. But there is a new dawn, as LumériCo and its CEO, war hero and former president Guillermo Portero, are unveiling a string of fusion plants that promise to deliver clean, free energy to the Mexican people. —

EARLY STREET CONCEPT

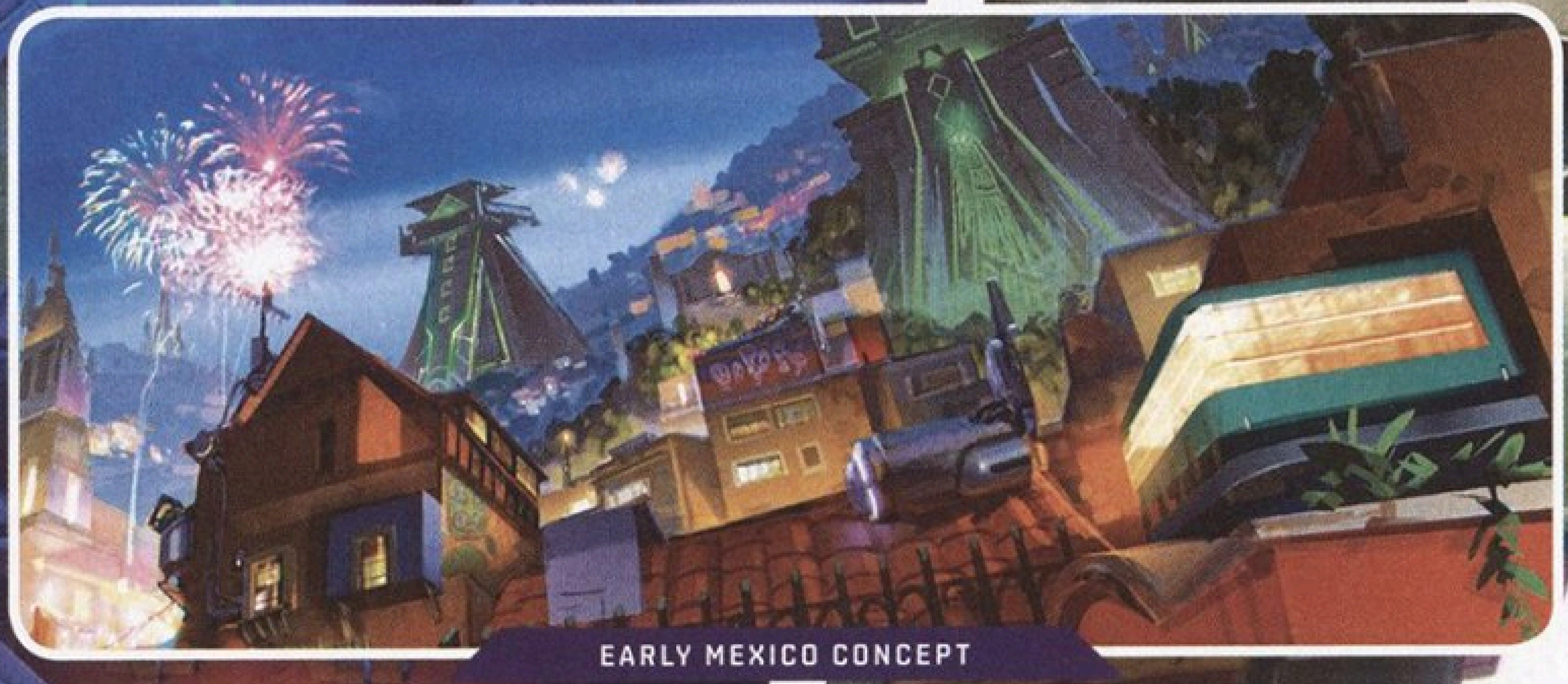
DORADO

The attacking team begins in Misión Dorado, a historic location famous for the sound of the ornamental bells that hang amidst its arches.

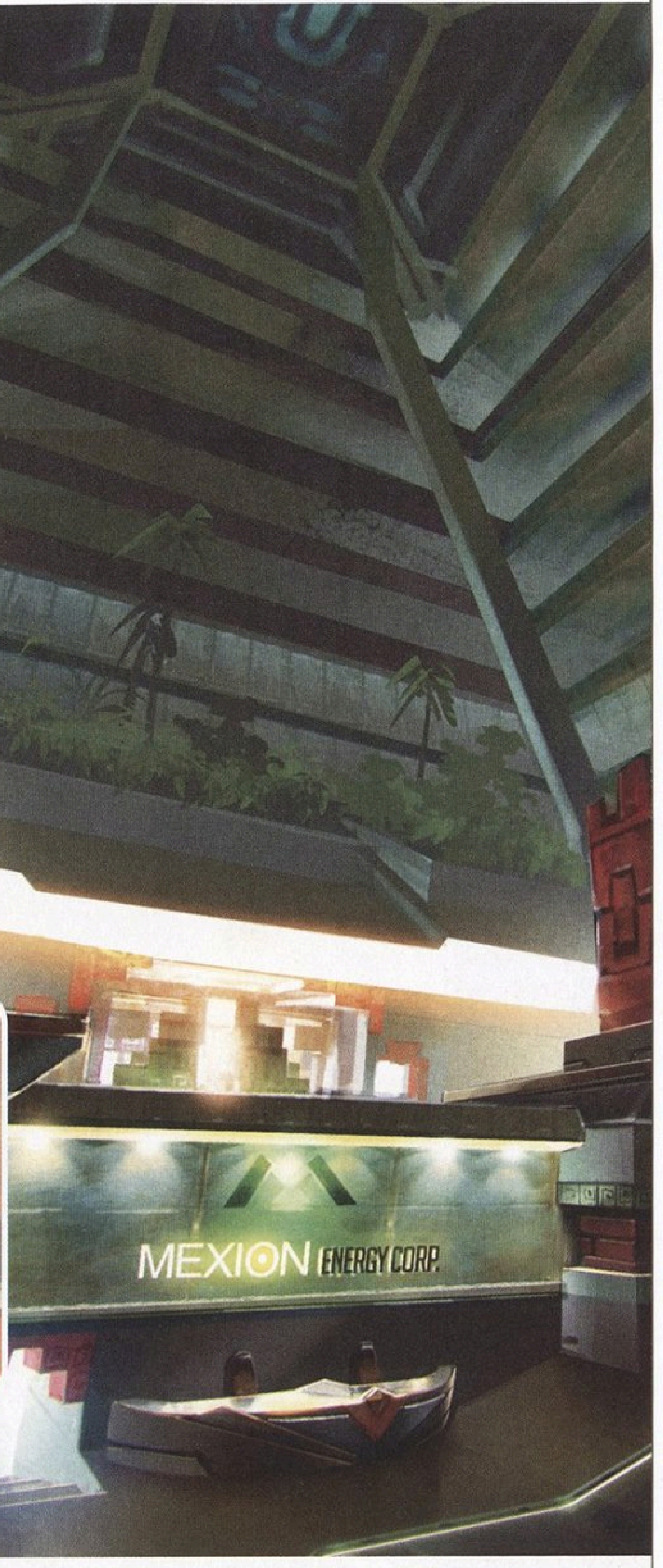
▼ LUMÉRICO FUSION PLANT EXTERIOR



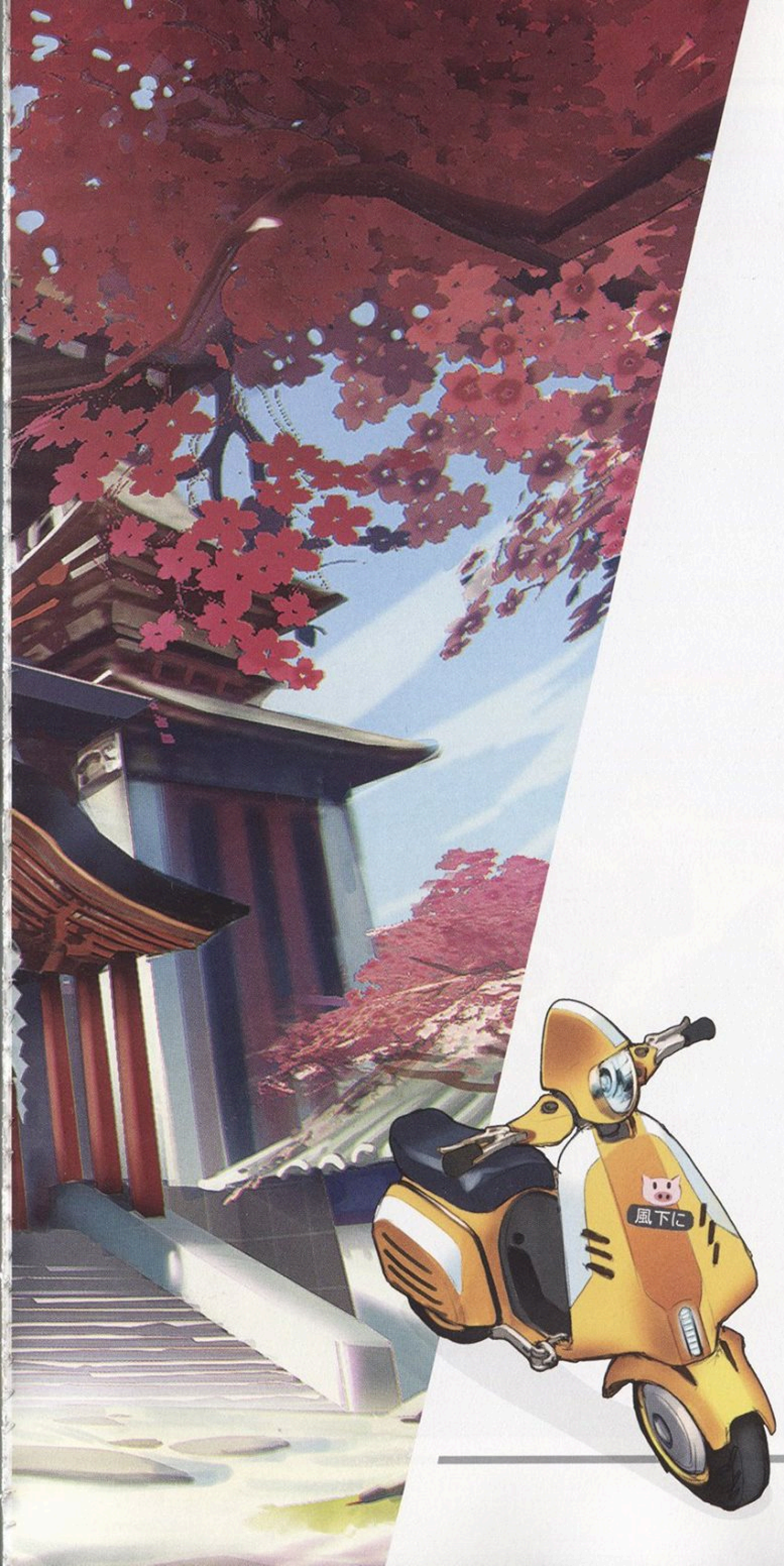
STREET VENDOR CONCEPT



EARLY MEXICO CONCEPT


MEXION ENERGY CORP.

HANAMURA
HANAMURA
LAND OF BEAUTY
はな村
SEE THE CHERRY BLOSSOMS IN HISTORIC HANAMURA



HANAMURA

OBJECTIVE:

A

ASSAULT

OBJECTIVE DETAILS:
ASSAULT

LOCATION NAME:
HANAMURA

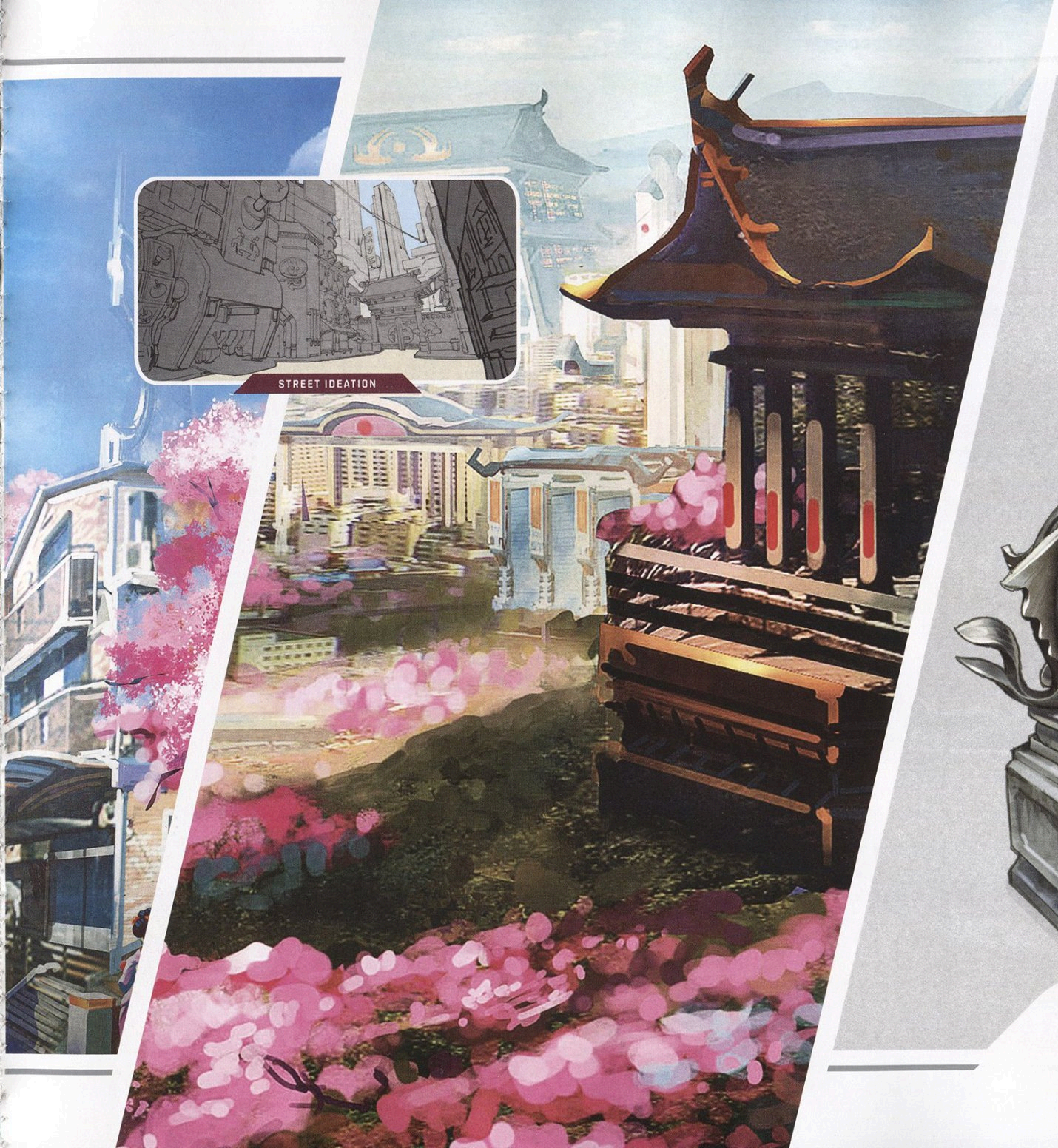
COUNTRY:
JAPAN

Hanamura is a well-preserved village of unassuming shops and quiet streets, known mostly for its idyllic cherry blossom festival every spring. But to those who know its history, Hanamura is the ancestral home of the Shimada ninja clan, which had grown over the centuries to become a powerful criminal organization. As its neighboring cities expanded, Hanamura was encircled, and eventually it was incorporated as a district within a larger city. For now, the imposing compound of the Shimada family lies empty, but that peace may soon be broken.

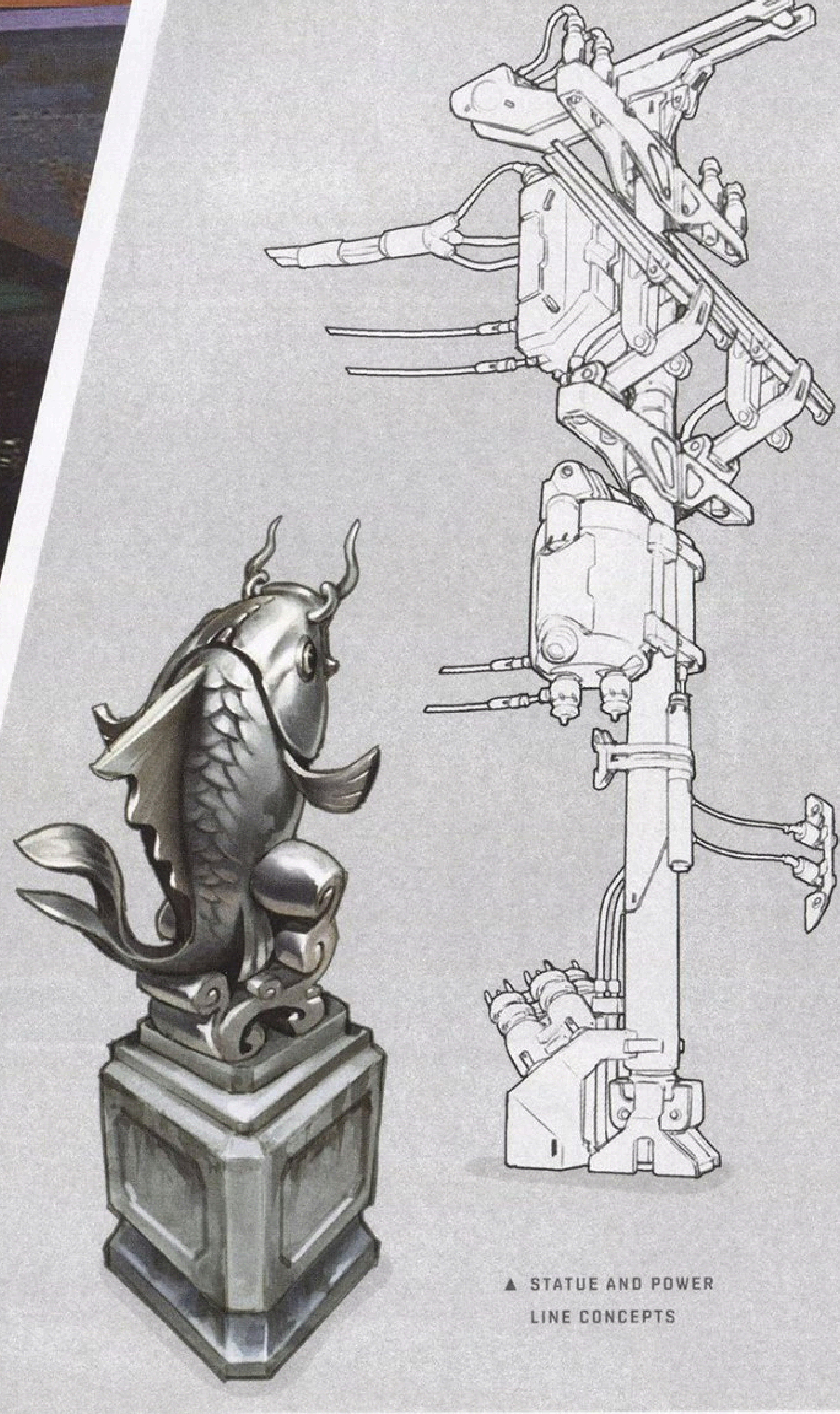
HANAMURA

Early explorations of a futuristic Japan, aimed to show a bright, vivid scene.

◄ INDUSTRIAL ROBOT CONCEPT

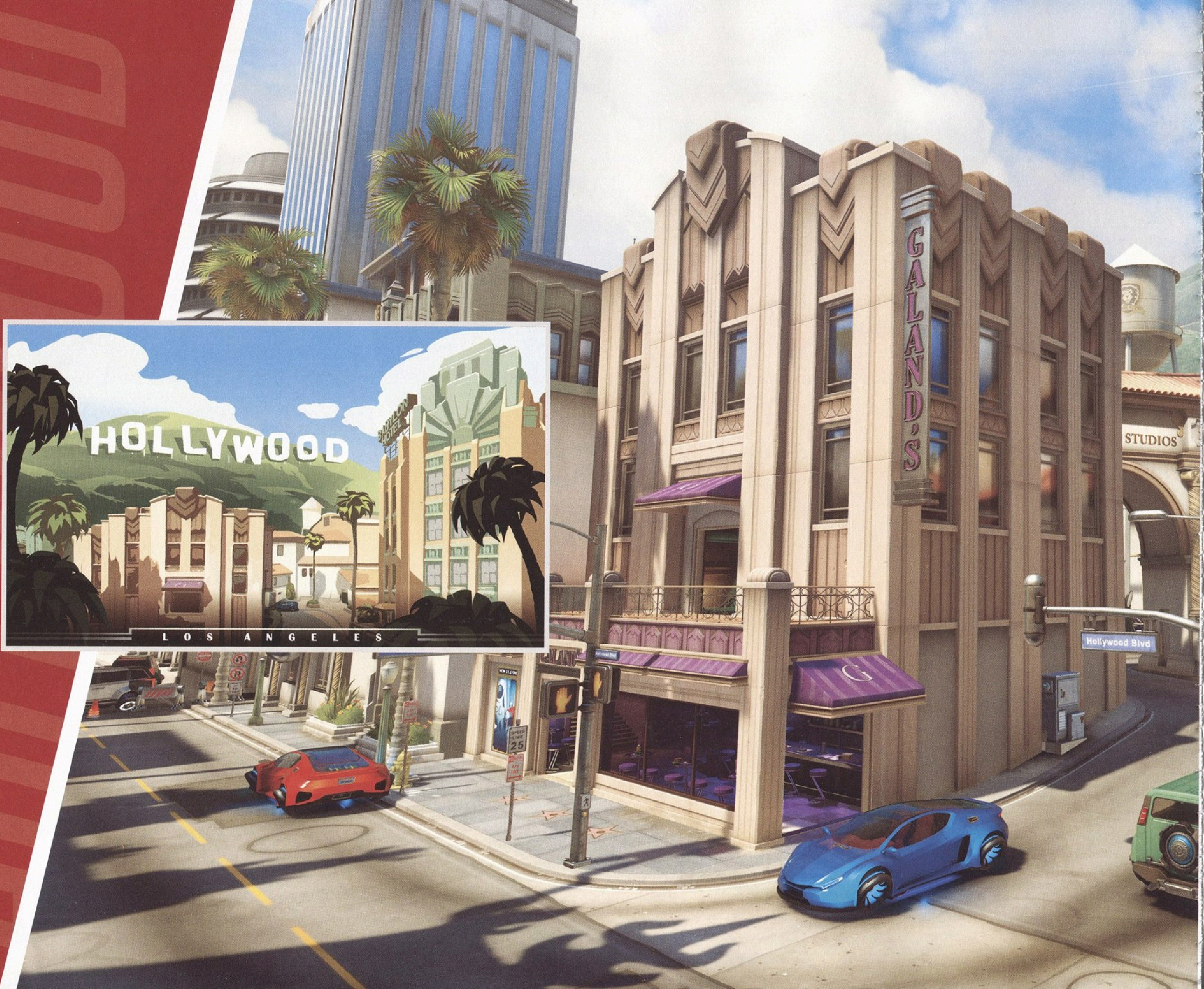


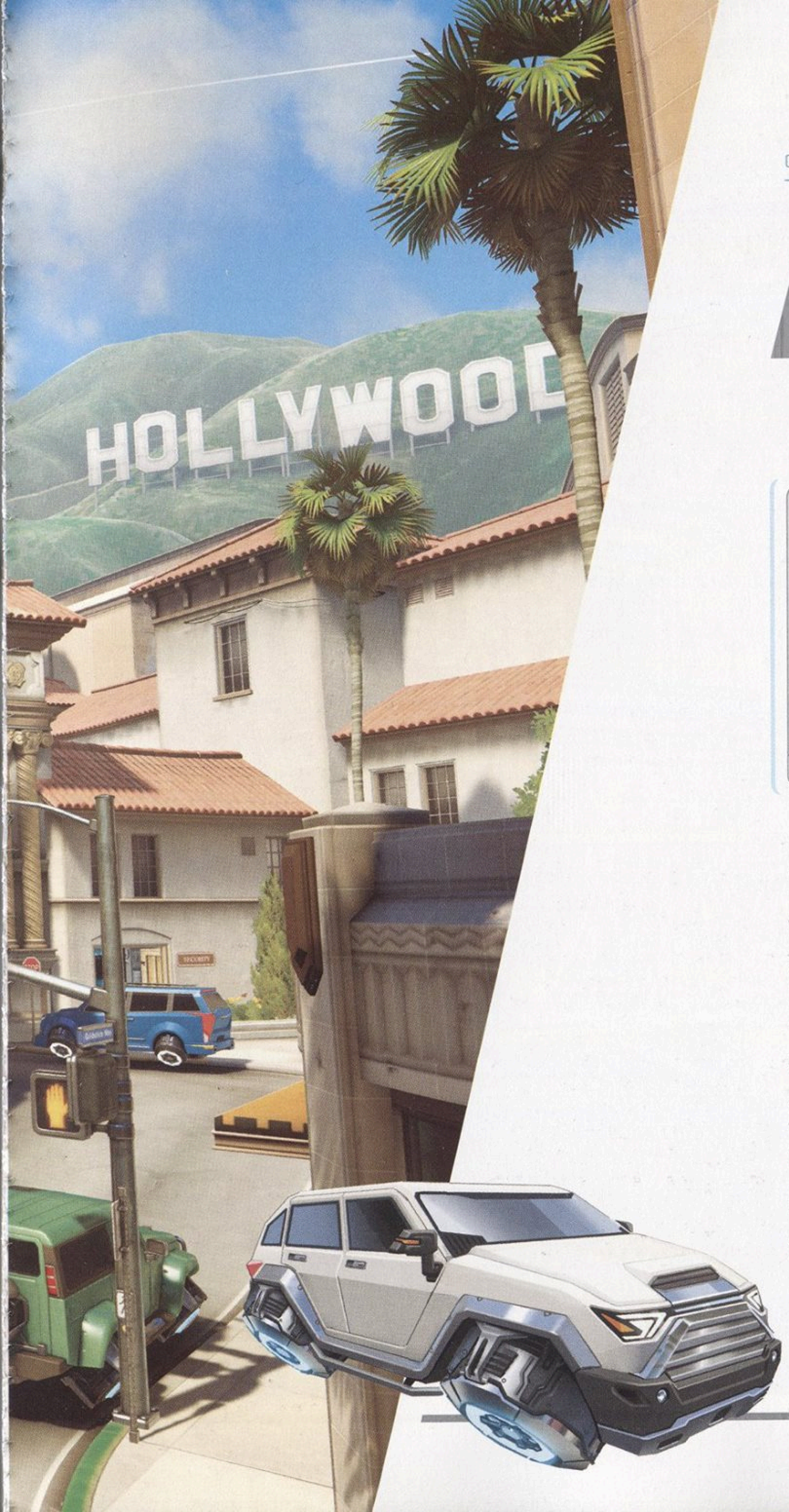
STREET IDEATION



▲ STATUE AND POWER LINE CONCEPTS

HOLLYWOOD


HOLLYWOOD
BABYLON HOTEL
LOS ANGELES
GALAND'S
STUDIOS
Hollywood Blvd
SPEED LIMIT 25



OBJECTIVE: ASSAULT/ESCORT

HOLLYWOOD

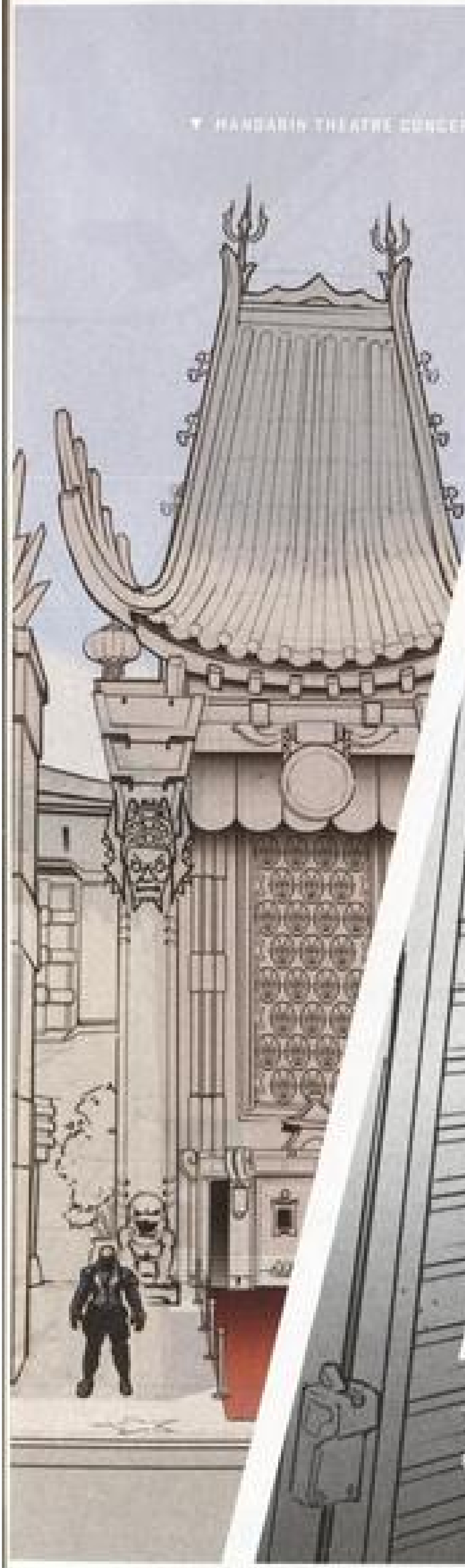
OBJECTIVE:
ASSAULT/
ESCORT

OBJECTIVE DETAILS:
ASSAULT/ESCORT

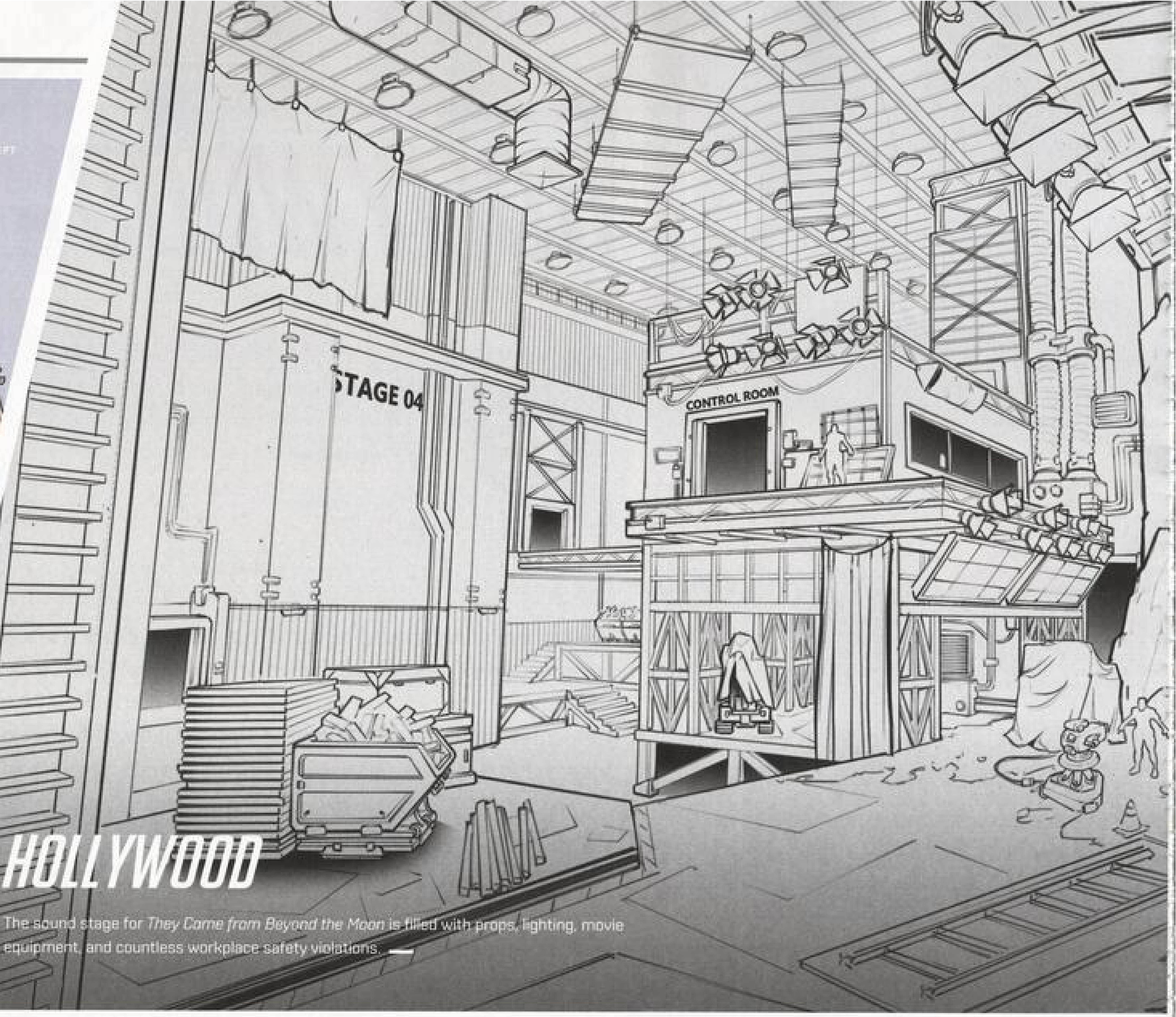
LOCATION NAME:
HOLLYWOOD

COUNTRY:
USA

Welcome to the glitz and glamour of Hollywood, California, where palm trees and fancy cars line the streets, and movie stars, directors, and high-powered studio executives rub shoulders for a chat and a drink at Galand's. Down the street from the Mandarin Theatre, Goldshire Studios' omnic film auteur, HAL-Fred Glitchbot, has created his two latest films, *They Came from Beyond the Moon* and *Six-Gun Killer*, to varying amounts of critical and commercial acclaim. However, even Tinseltown has been gripped by anti-omnic sentiment, and the outspoken director has become a prime target in the escalating conflict.



▼ MANDARIN THEATRE CONCEPT


STAGE 04
CONTROL ROOM

HOLLYWOOD

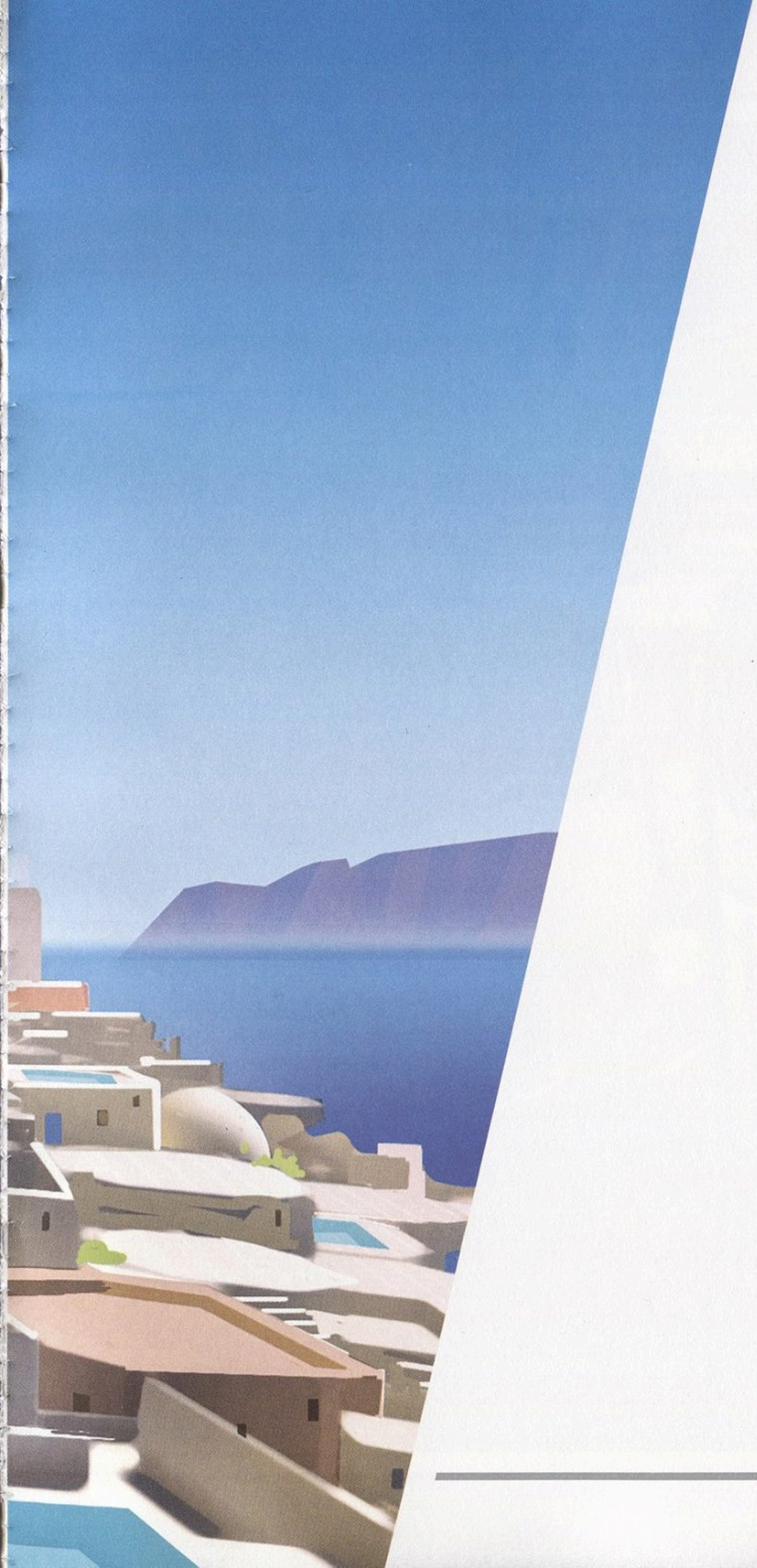
The sound stage for *They Came from Beyond the Moon* is filled with props, lighting, movie equipment, and countless workplace safety violations.

GOLDSHIRE PICTURES
PRESENTS
THEY CAME FROM BEYOND THE MOON
JACK STIRLING • MADELINE O'NEAL
WITH THESPION 2.0 • MAISIE JONES • AYISHA EKWENSI
DIRECTED AND PRODUCED BY HAL-FRED GLITCHBOT • SCREENPLAY BY HAL-FRED GLITCHBOT
IN THEATERS FALL 10TH
KILROGG-VISION 3D
GOLDSHIRE PICTURES
WHISKEY JACK'S
SALOON

THE BACKLOT:

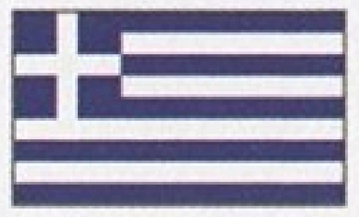
No expense was spared for the set of *Six-Gun Killer.*

ILIOS
ILIOS



OBJECTIVE: CONTROL

ILIOS



OBJECTIVE:

CONTROL

OBJECTIVE DETAILS:
CONTROL

LOCATION NAME:
ILIOS

COUNTRY:
GREECE

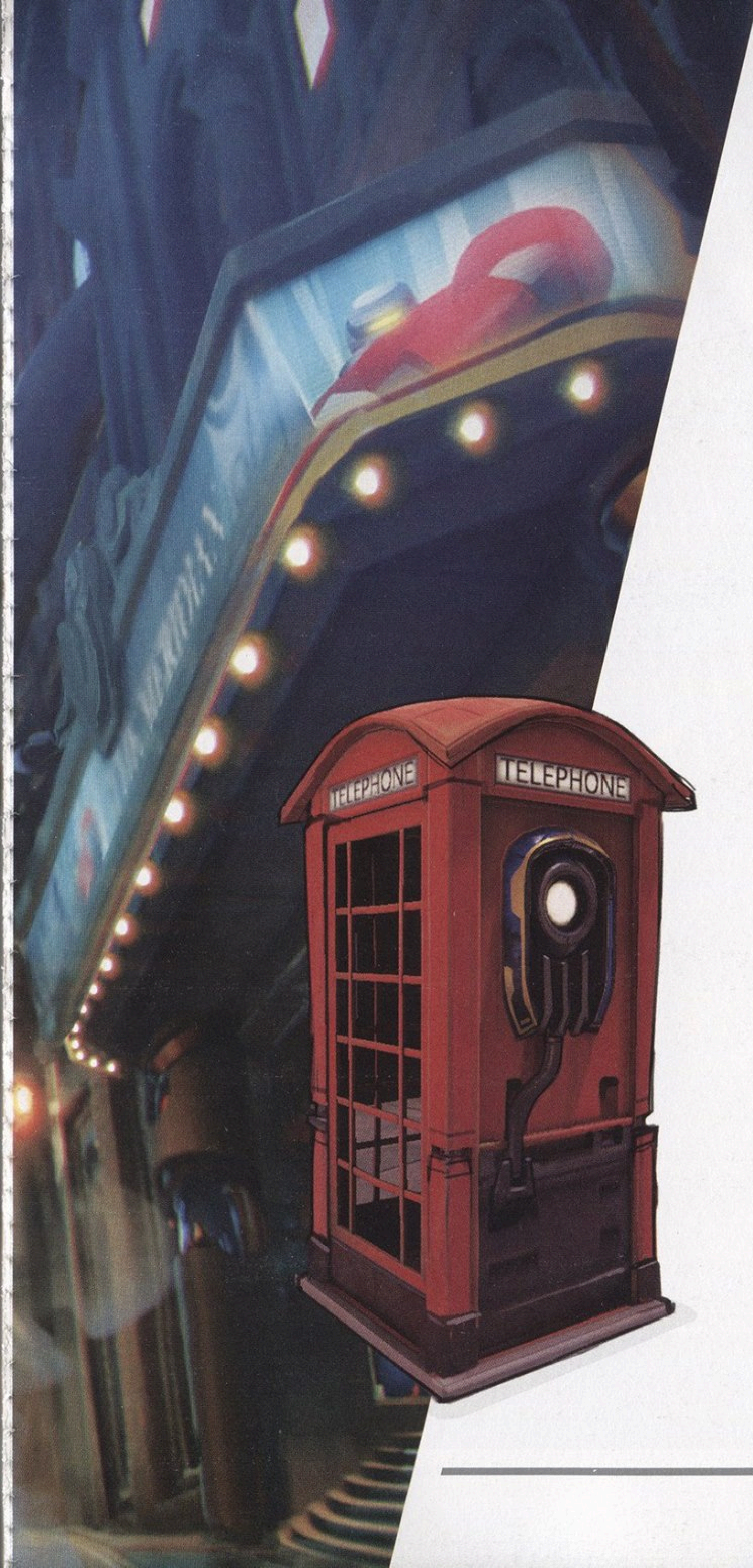
Situated atop a small island rising from the Aegean Sea, Ilios is a postcard-perfect Mediterranean town, with a bustling harborside, winding paths for rambling hillside strolls, and gorgeous vistas. It is the ideal vacation stop for people looking for a place to relax, or for those interested in exploring the ruins scattered at the top of the island, where many artifacts and relics of the ancient world have been recently unearthed.

Παγωτό
Αναμνηστικά
οiзχοδονз≡

ILIOS

The town's beautiful views, fine dining, and historical museums make Ilios an attractive tourist destination for those who appreciate time away from the bustle of the big cities.

KING'S ROW
- GRV -
EXPLORE THE BEST OF KING'S ROW
EXT STOP KING'S ROW
231

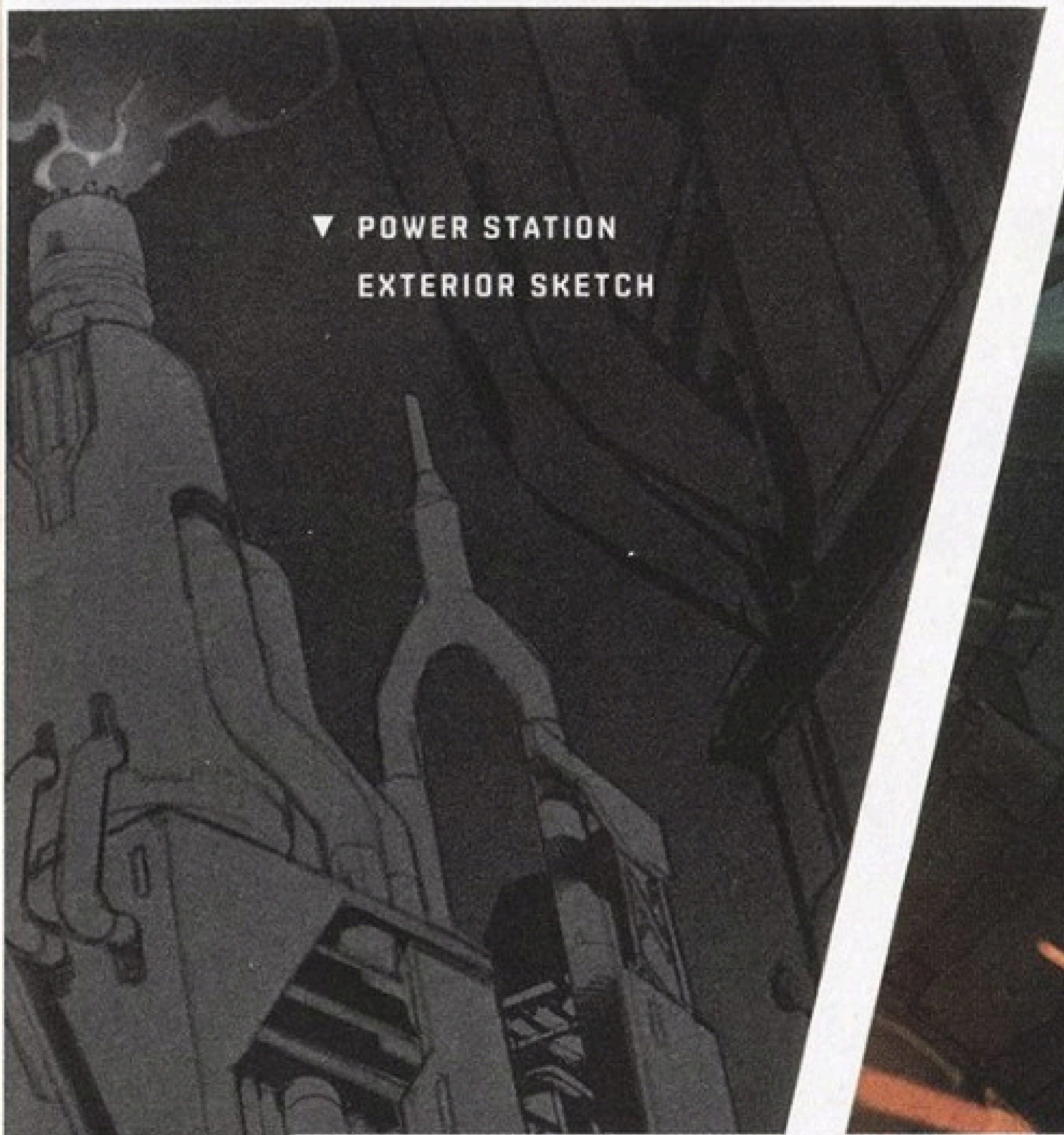


OBJECTIVE: ASSAULT/ESCORT

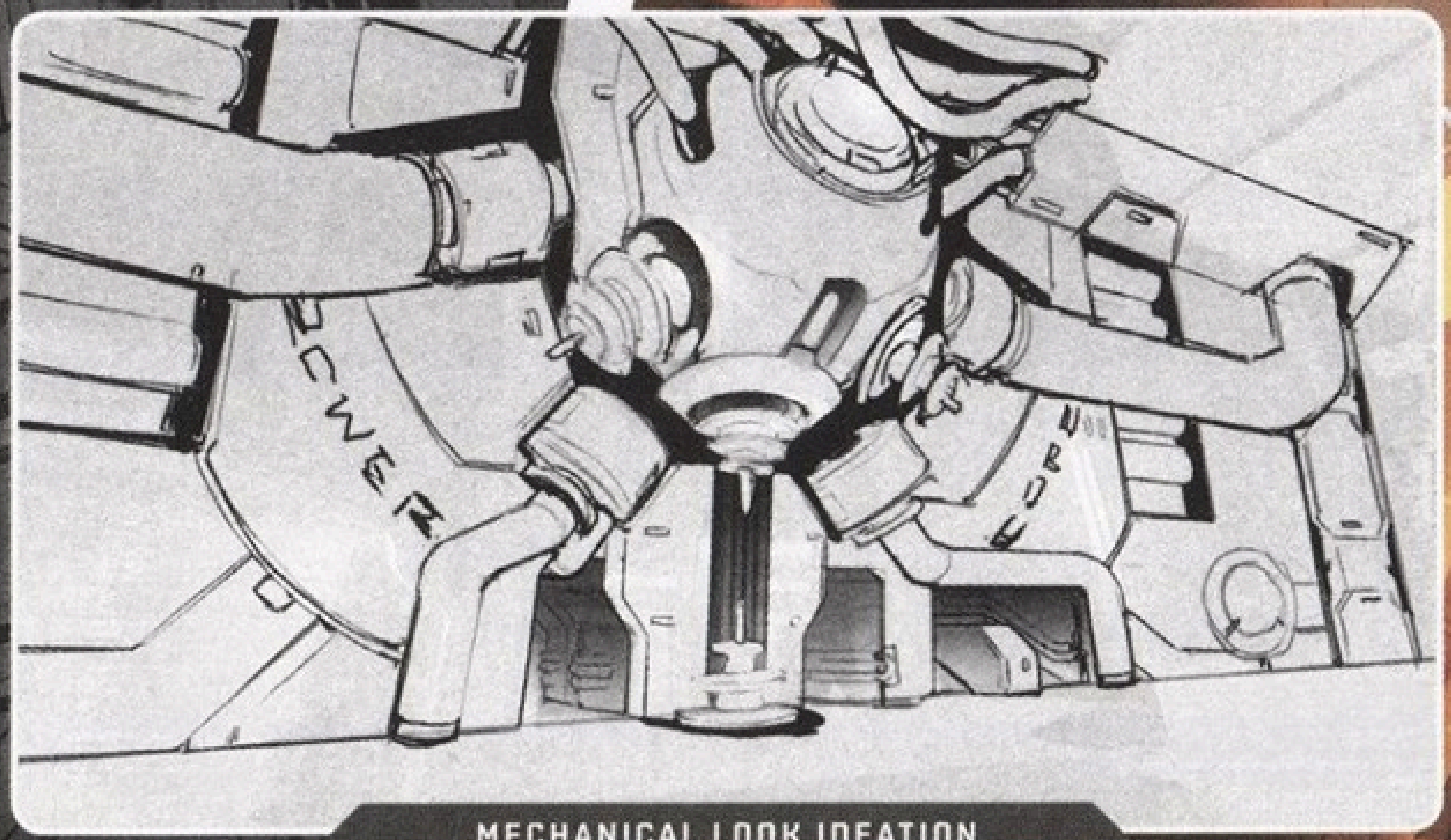
KING'S ROW

OBJECTIVE: ASSAULT/ ESCORT	OBJECTIVE DETAILS: ASSAULT/ESCORT
	LOCATION NAME: KING'S ROW
	COUNTRY: UNITED KINGDOM

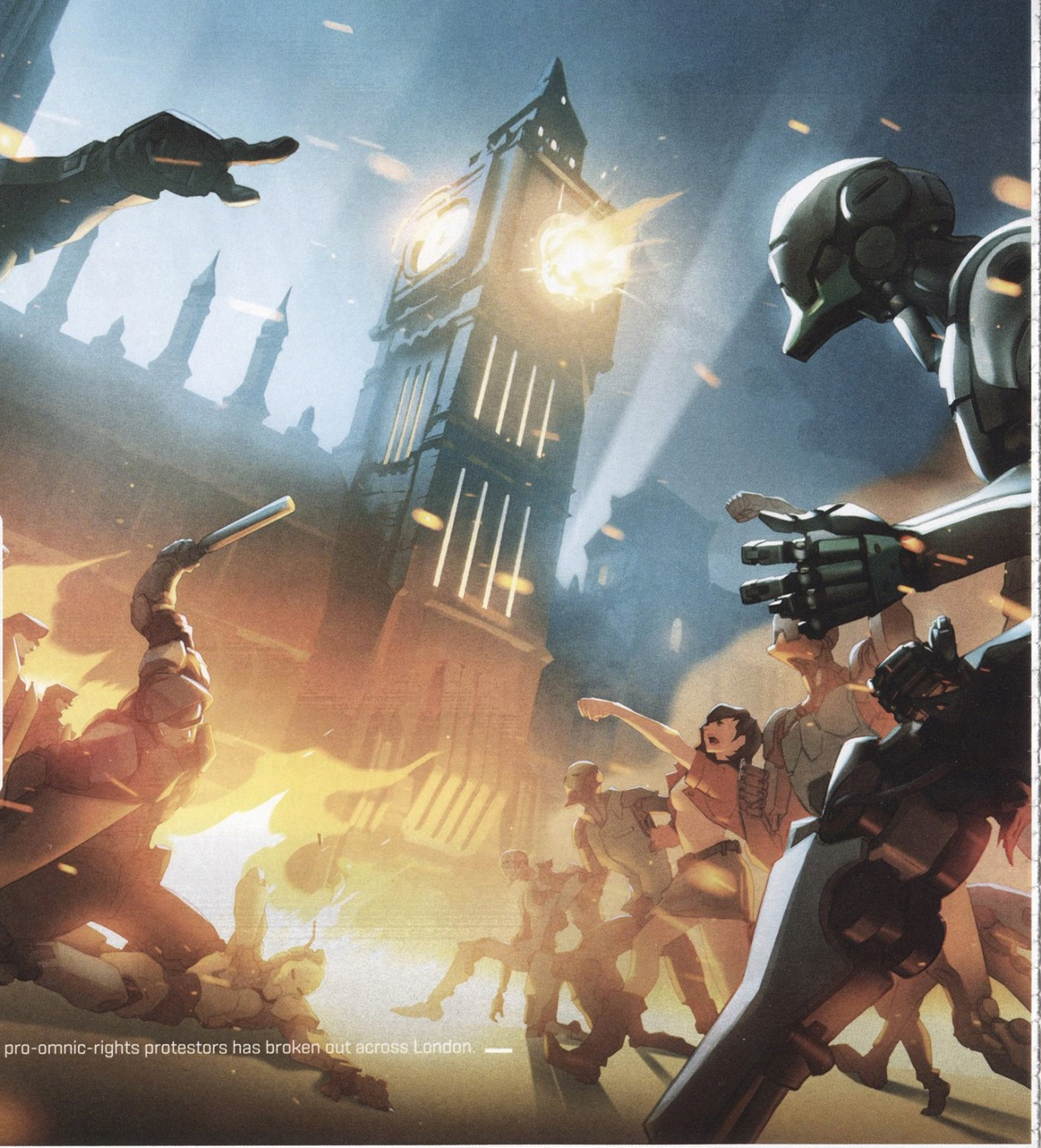
King's Row is an upscale, cosmopolitan neighborhood of London, but just beneath its peaceful surface, tensions between omnics and humans are running high. While much of modern England was built on the backs of omnic laborers, they have been denied the basic rights that humans have, with most omnics forced to live in the dense, claustrophobic city-beneath-the-city known by some as "the Underworld." Of greater concern is that recent demonstrations by pro-omnic-rights protestors have resulted in violent clashes with the police, and a solution is nowhere in sight.



▼ POWER STATION
EXTERIOR SKETCH



MECHANICAL LOOK IDEATION



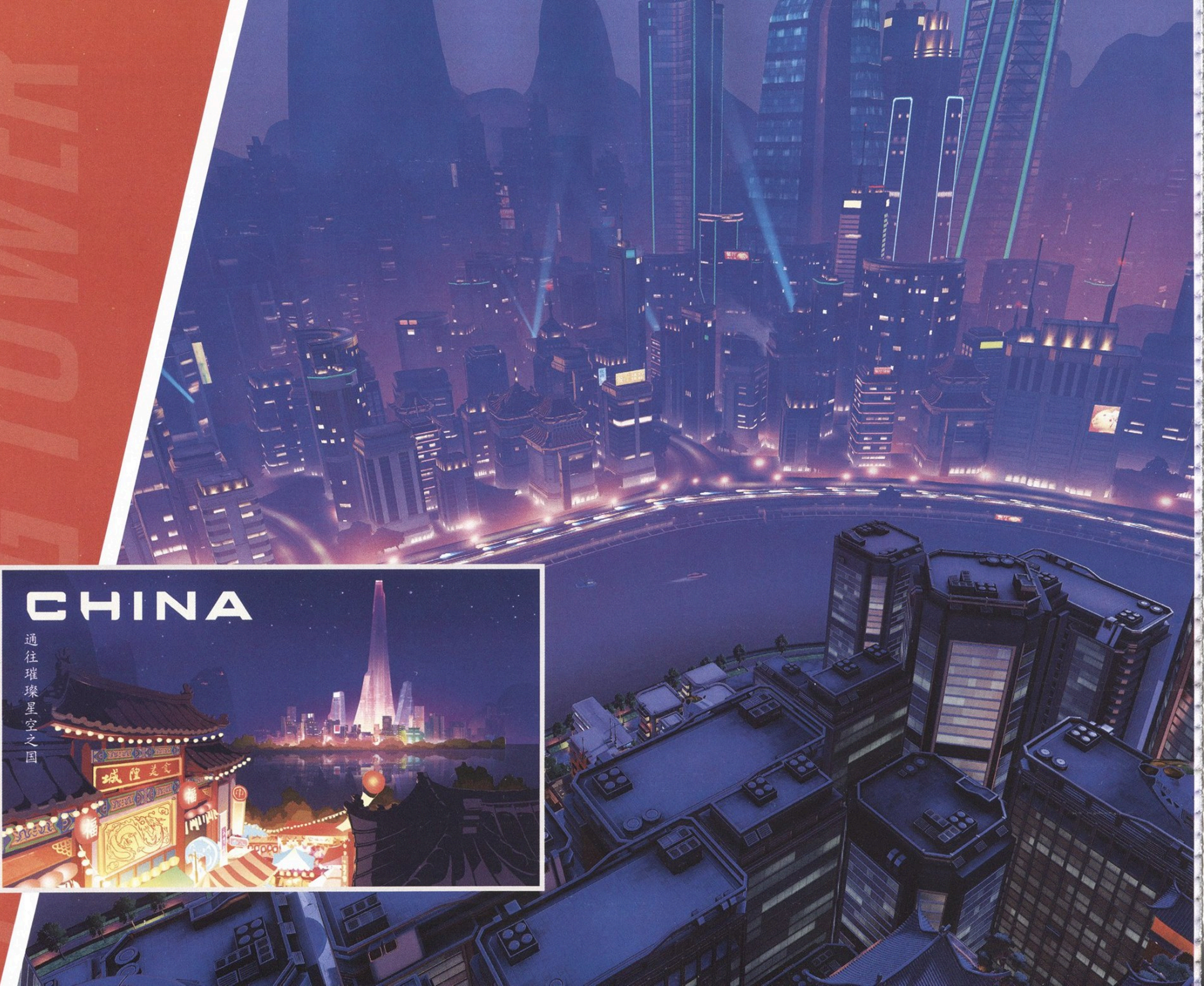
KING'S ROW

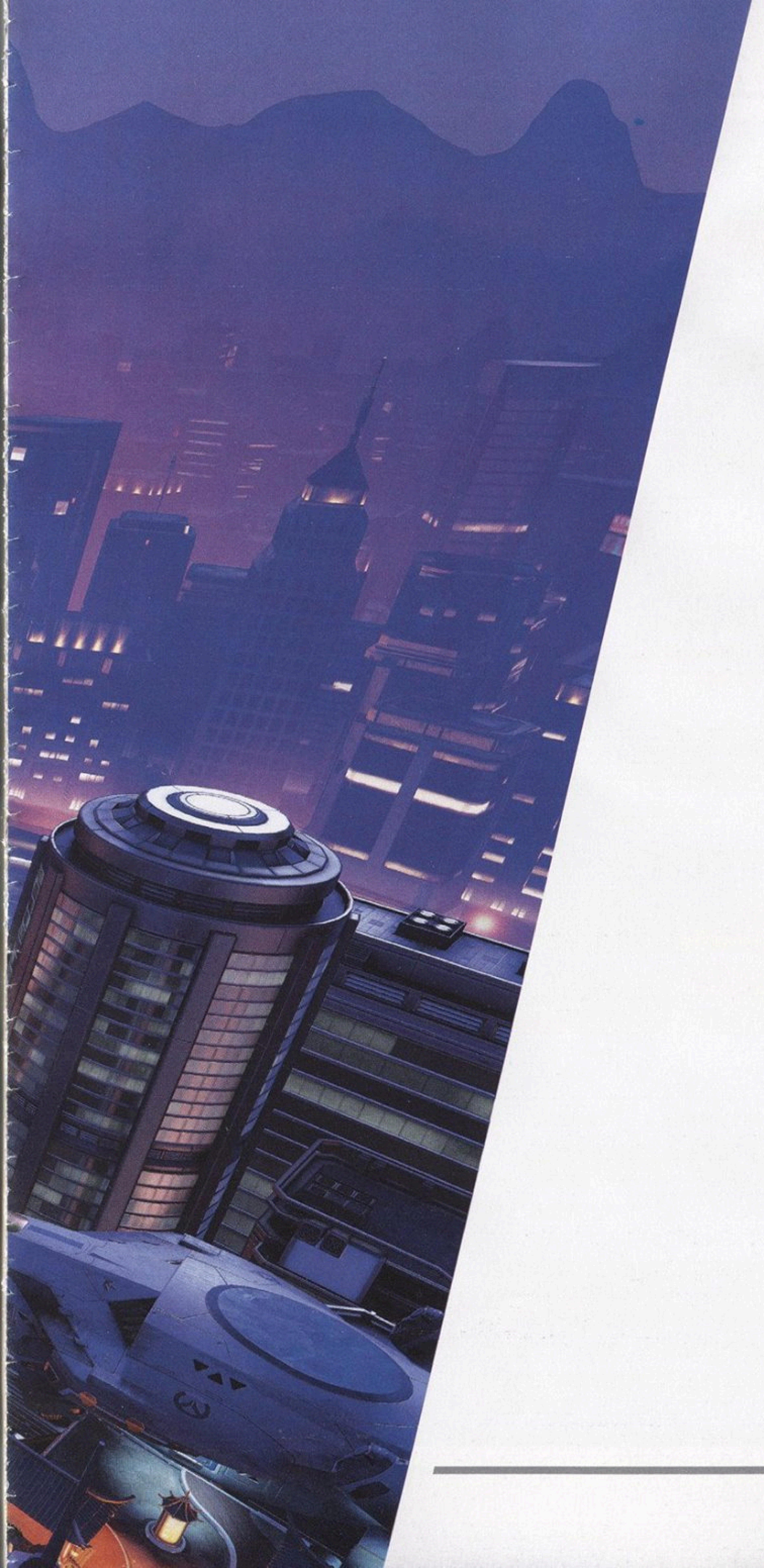
Violence between the authorities and pro-omnic-rights protestors has broken out across London.

BUILT BY MACHINES:

Many of London's new buildings were constructed by omnic labor.

LIJIANG TOWER


CHINA
通往璀璨星空之国
城隍美食
福
福



OBJECTIVE: CONTROL

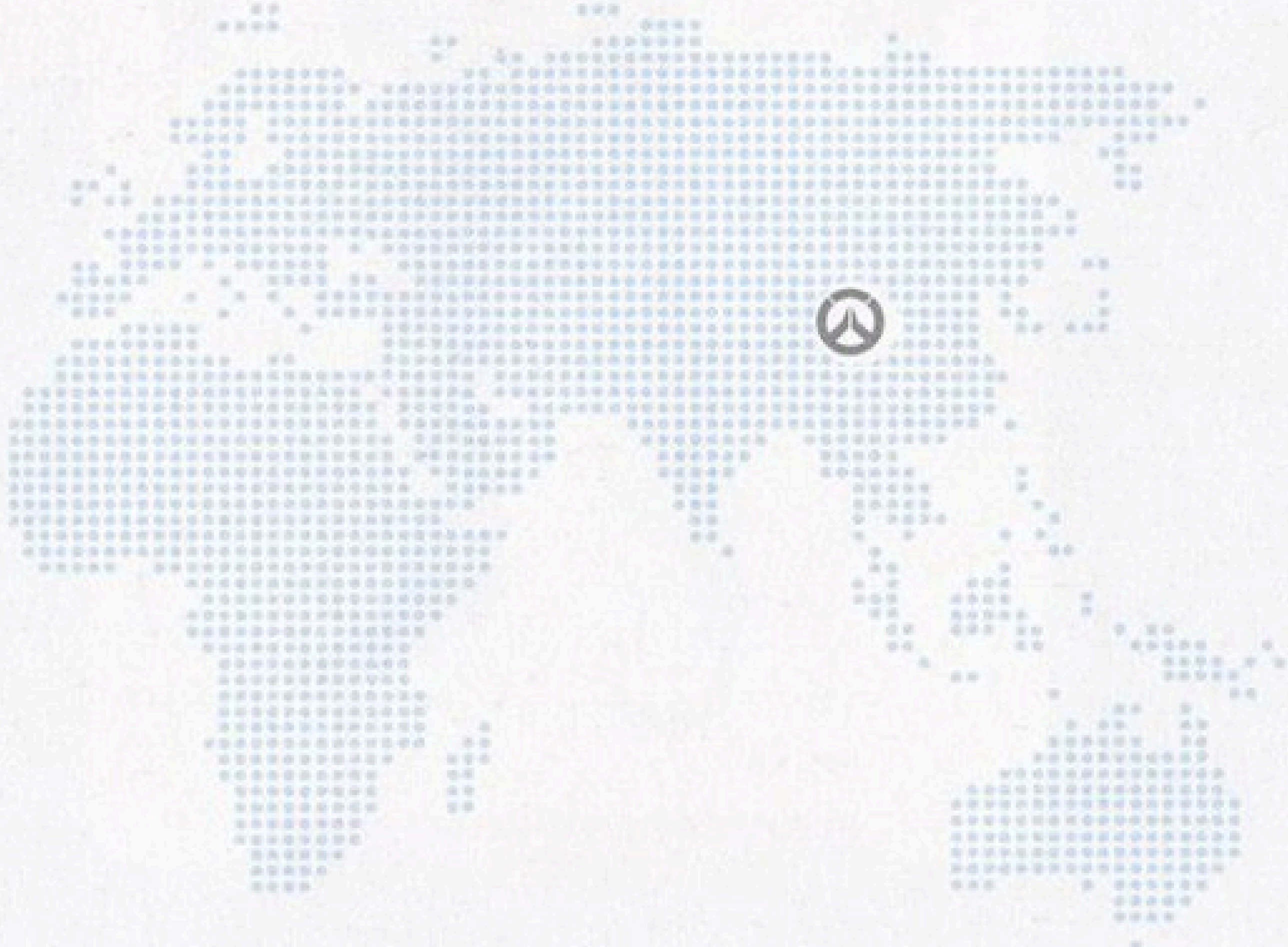
LIJIANG TOWER

OBJECTIVE:
CONTROL

OBJECTIVE DETAILS:
CONTROL

LOCATION NAME:
LIJIANG TOWER

COUNTRY:
CHINA



Lijiang Tower was built in the heart of a modern Chinese metropolis, its busy streets lined with stores, gardens, restaurants, and famous night markets, where foods from around the region are available at all hours. The tower itself is home to one of the leading companies in China's state-of-the-art space industry, Lucheng Interstellar, an organization with a long pioneering history that is currently pushing the boundaries of space exploration.

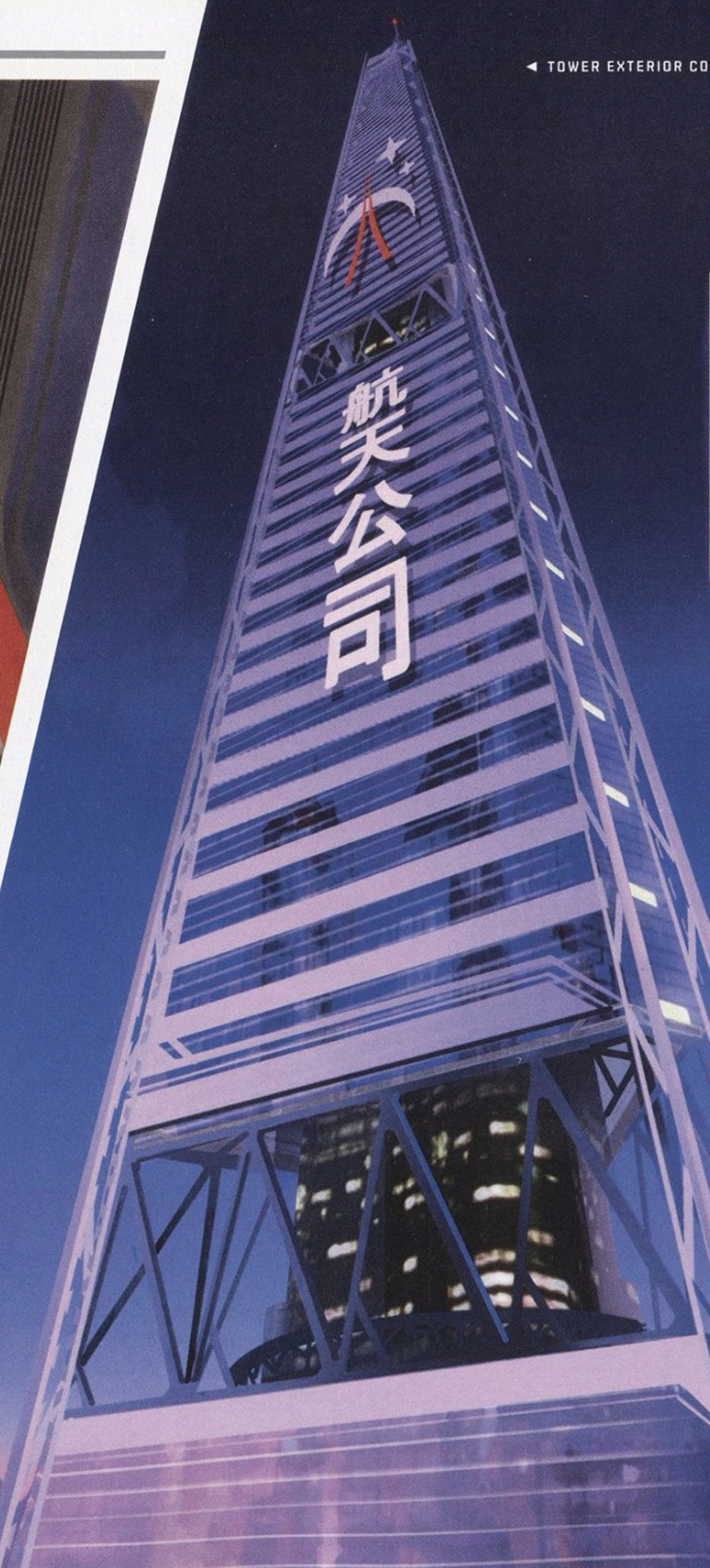
SPACESUIT CONCEPT

Researching
Development
Shuttle Docking
in Progress
Life Suppor
Replenis
57% Co

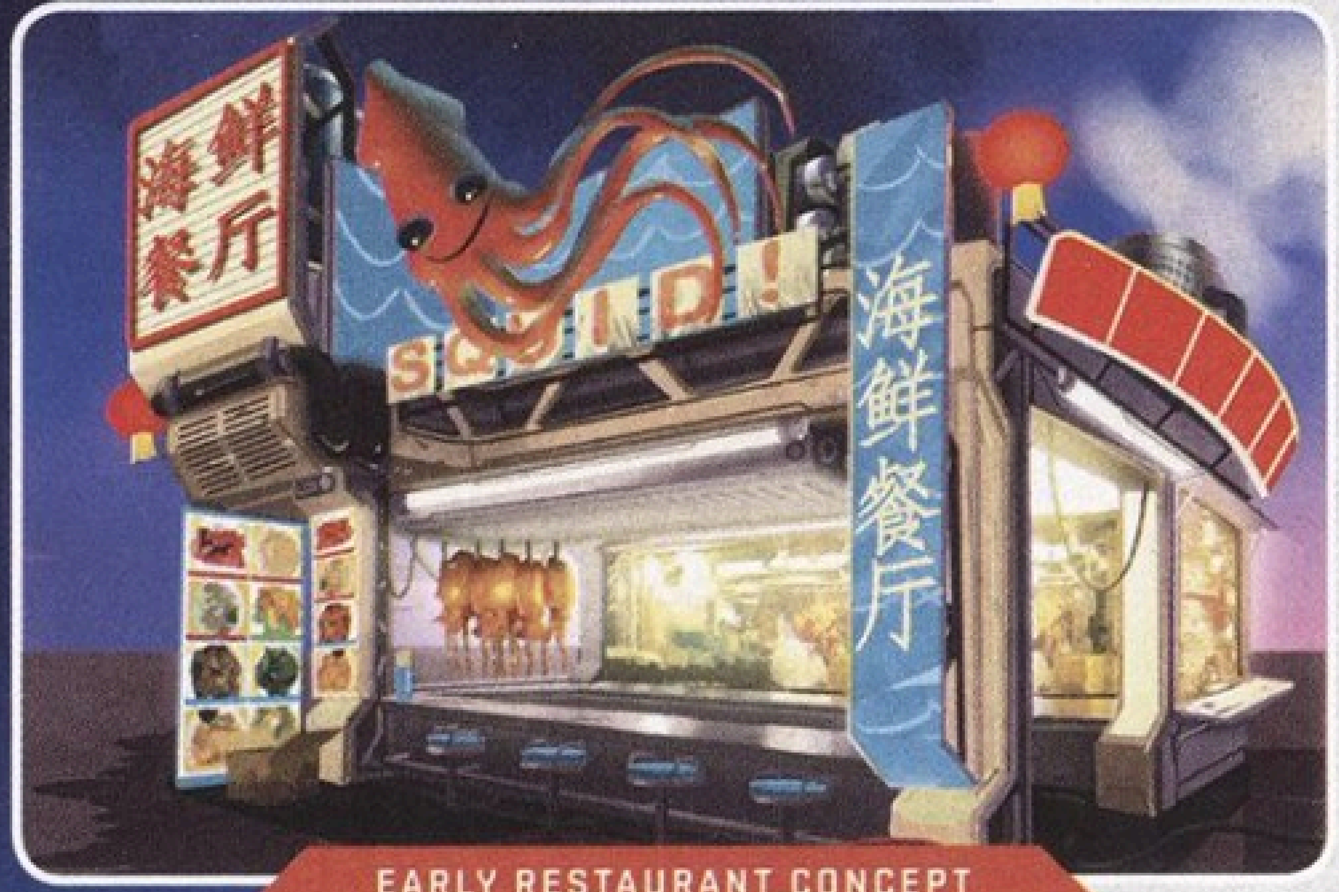
LIJIANG TOWER

This massive building is home to one of the most advanced space-exploration companies on the planet, leading the charge in venturing deeper into our solar system.

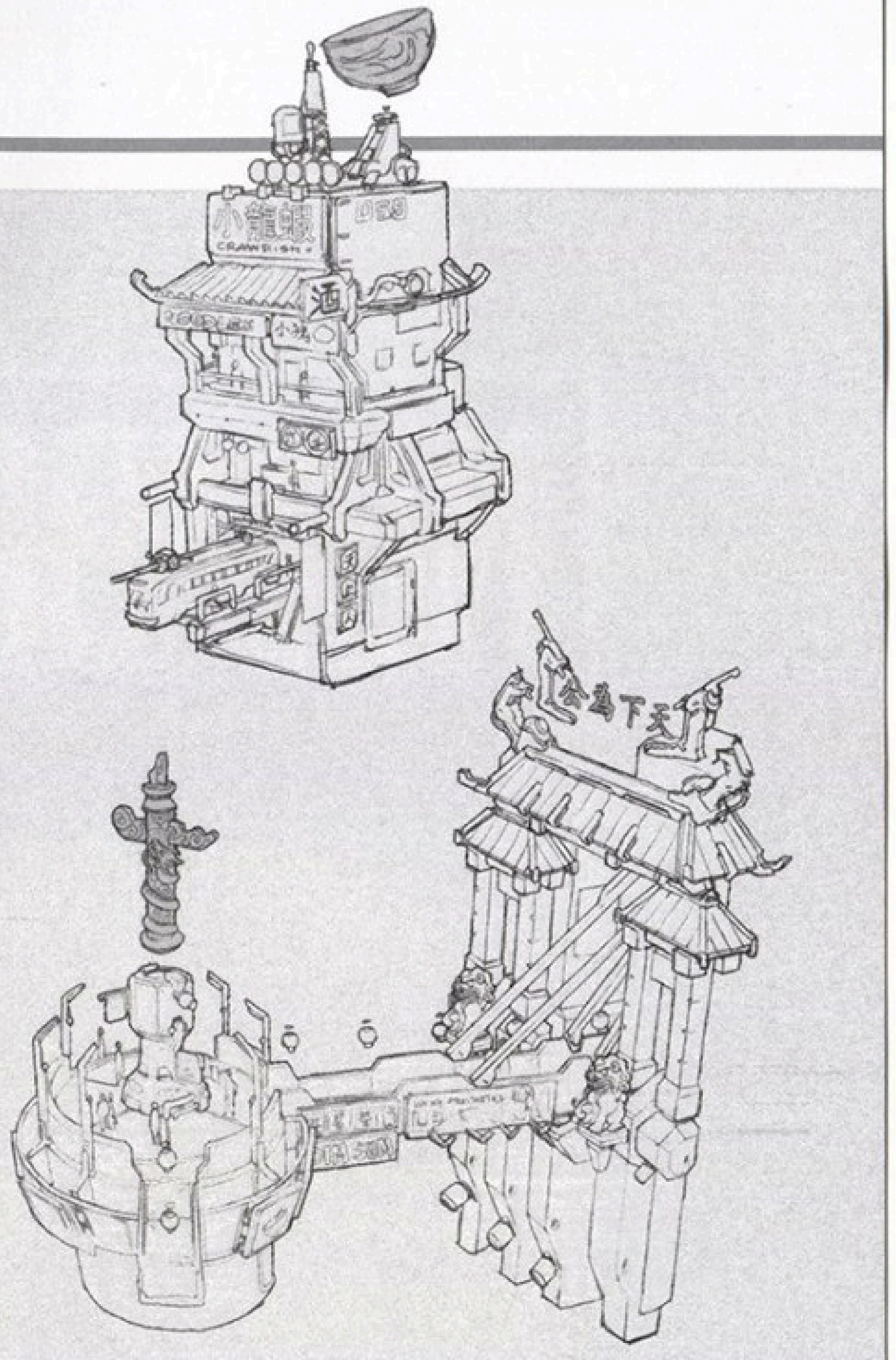
-System
nment:
mplete.

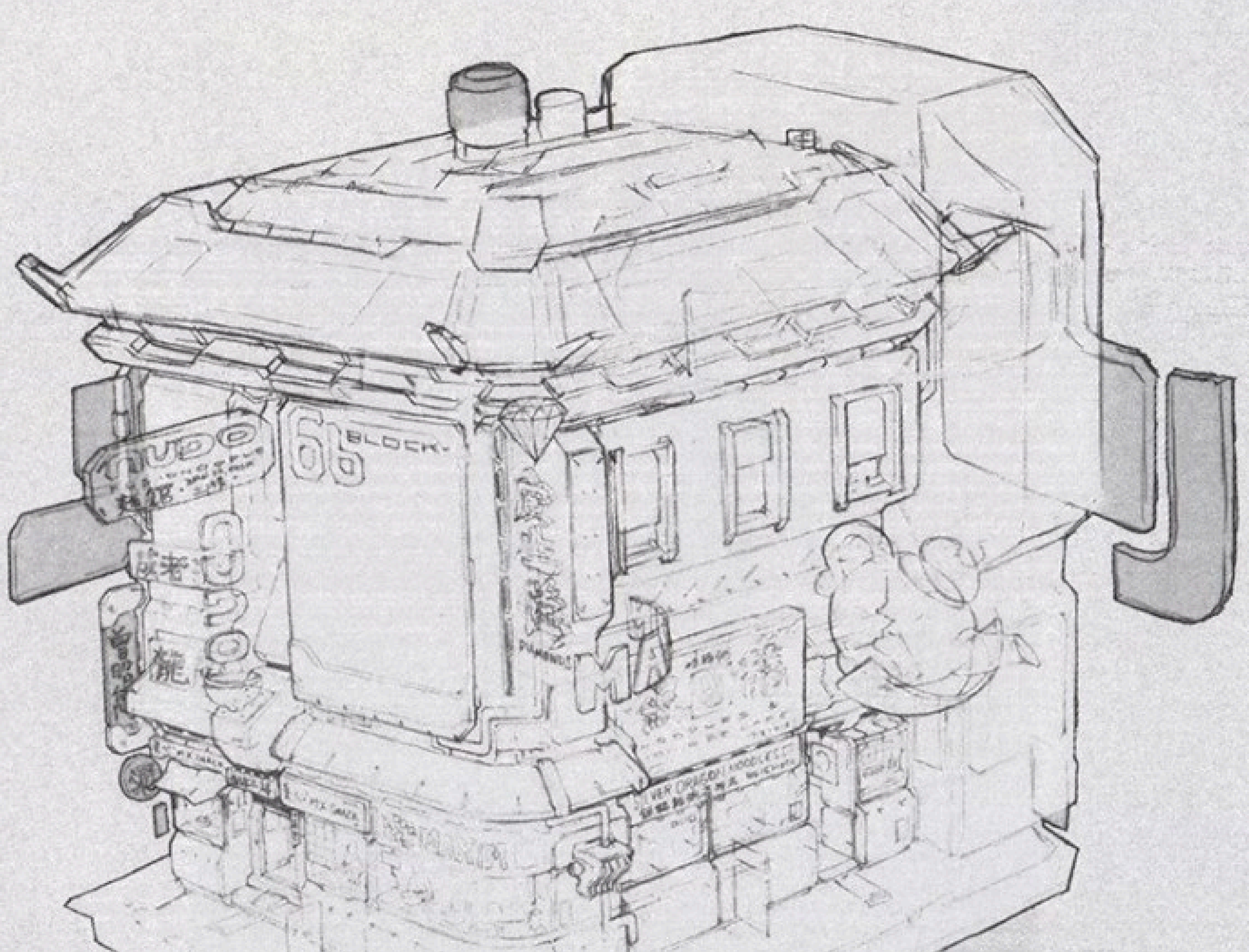


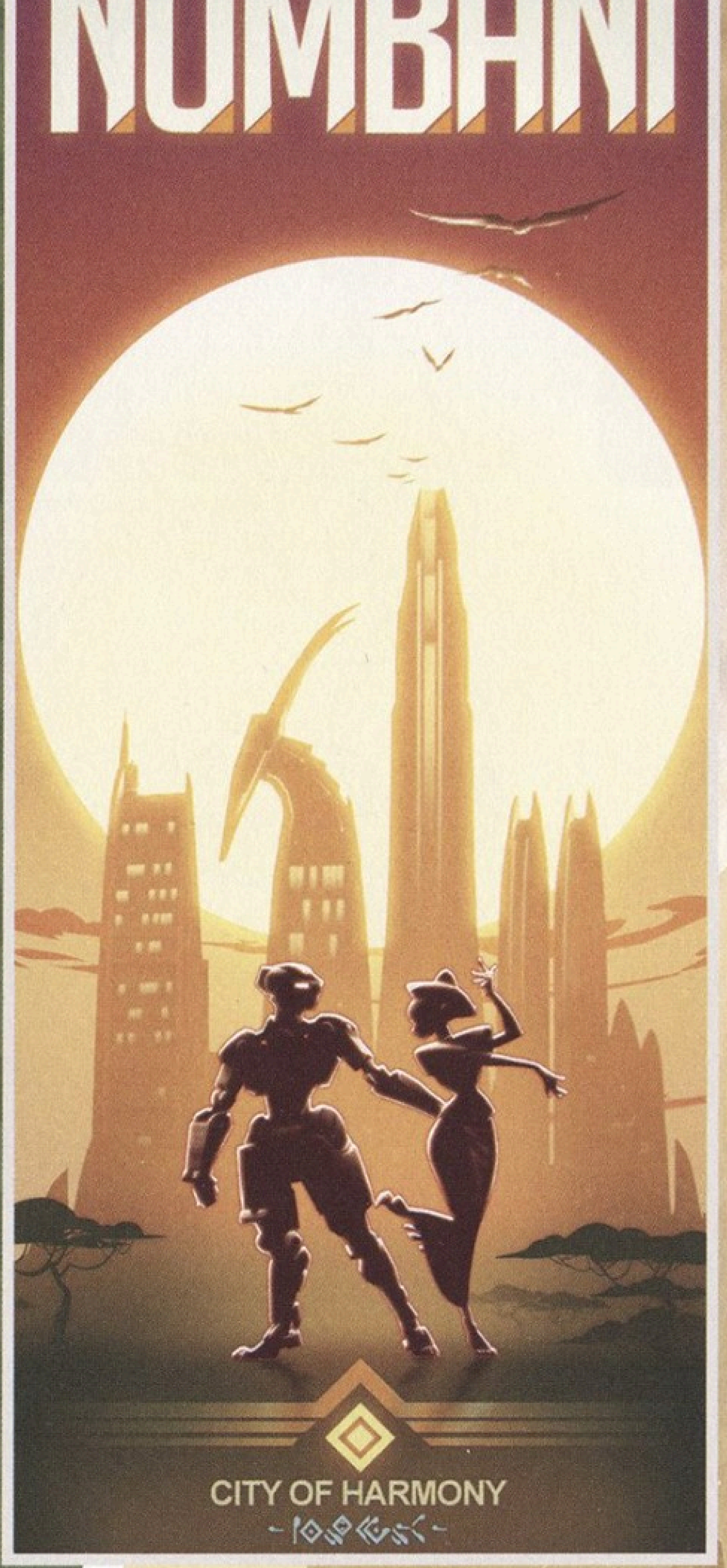
◄ TOWER EXTERIOR CONCEPT

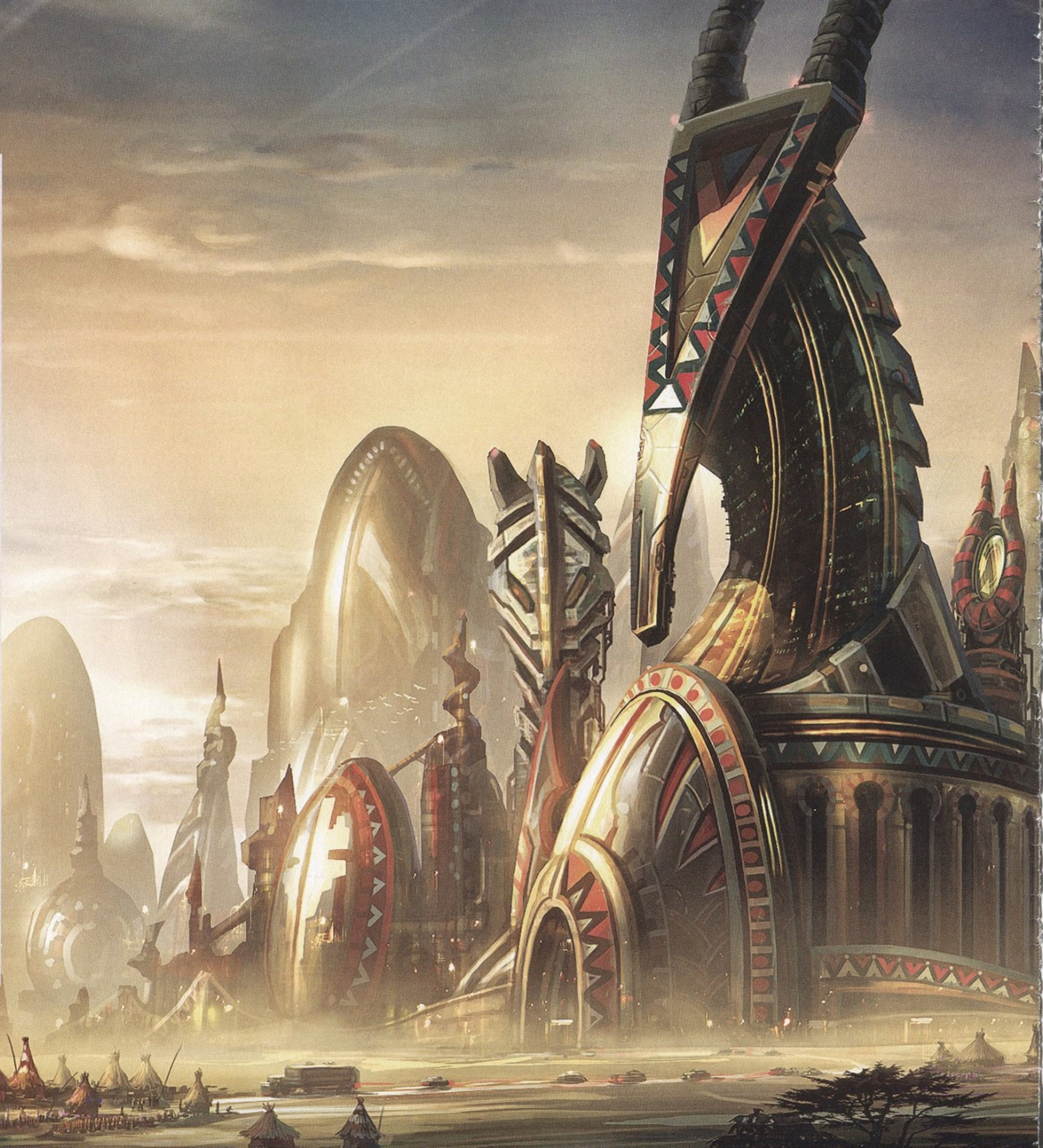

海鮮餐厅
SQUID!
海鮮餐厅

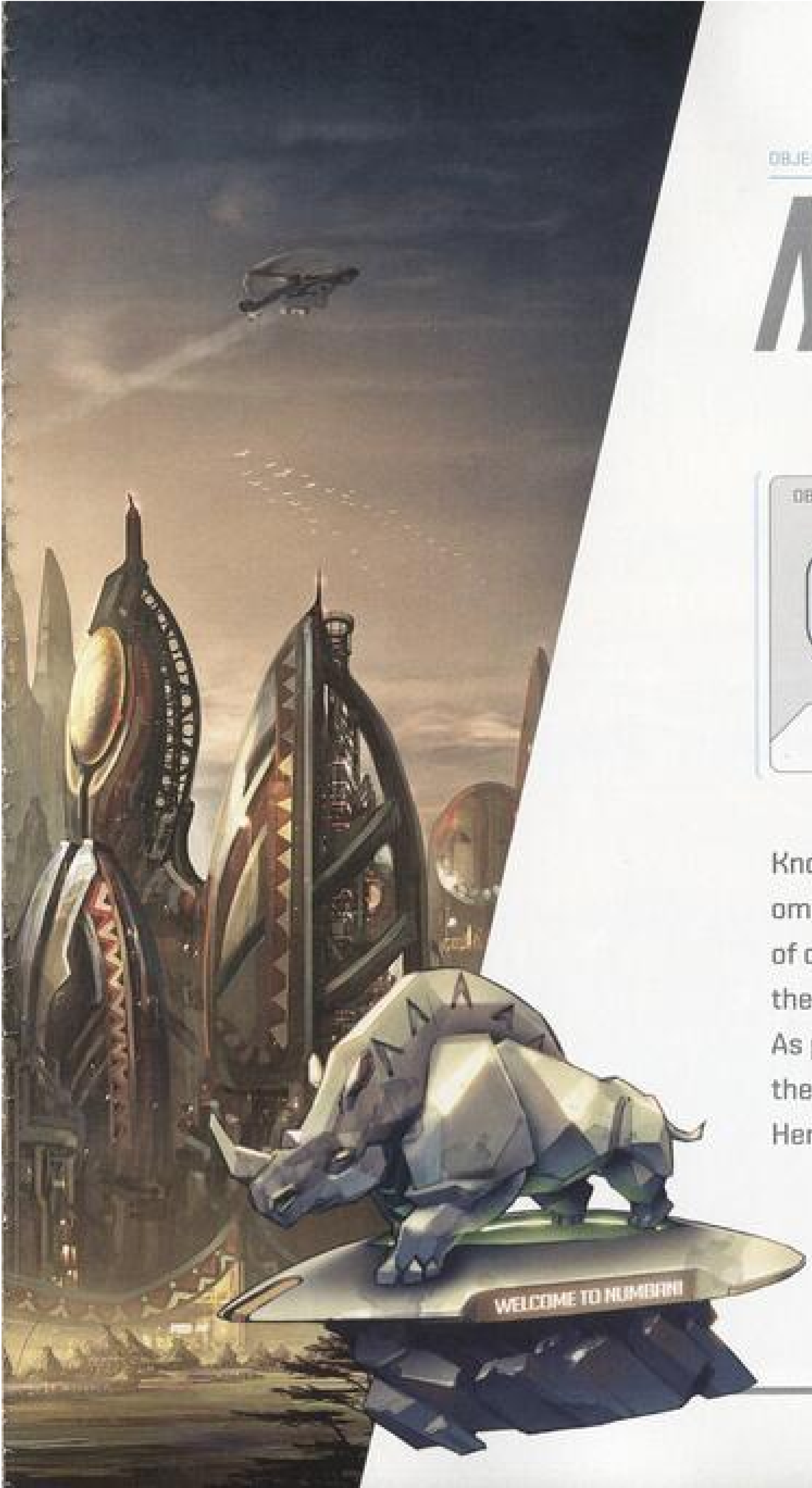
EARLY RESTAURANT CONCEPT


小籠飯
CRAWFISH
酒




NUMBANI
CITY OF HARMONY





OBJECTIVE: ASSAULT/ESCORT

NUMBANI

OBJECTIVE:

ASSAULT/ ESCORT

OBJECTIVE DETAILS: ASSAULT/ESCORT

LOCATION NAME: NUMBANI

CONTINENT: AFRICA

Known as the "City of Harmony," Numbani is one of the few places where omnics and humans live as equals. This collaboration has led to the creation of one of the world's greatest and most technologically advanced cities in the short time since its establishment after the end of the Omnic Crisis. As part of this year's Unity Day festivities celebrating the city's founding, the gauntlet of the infamous Doomfist is being exhibited at the Numbani Heritage Museum.

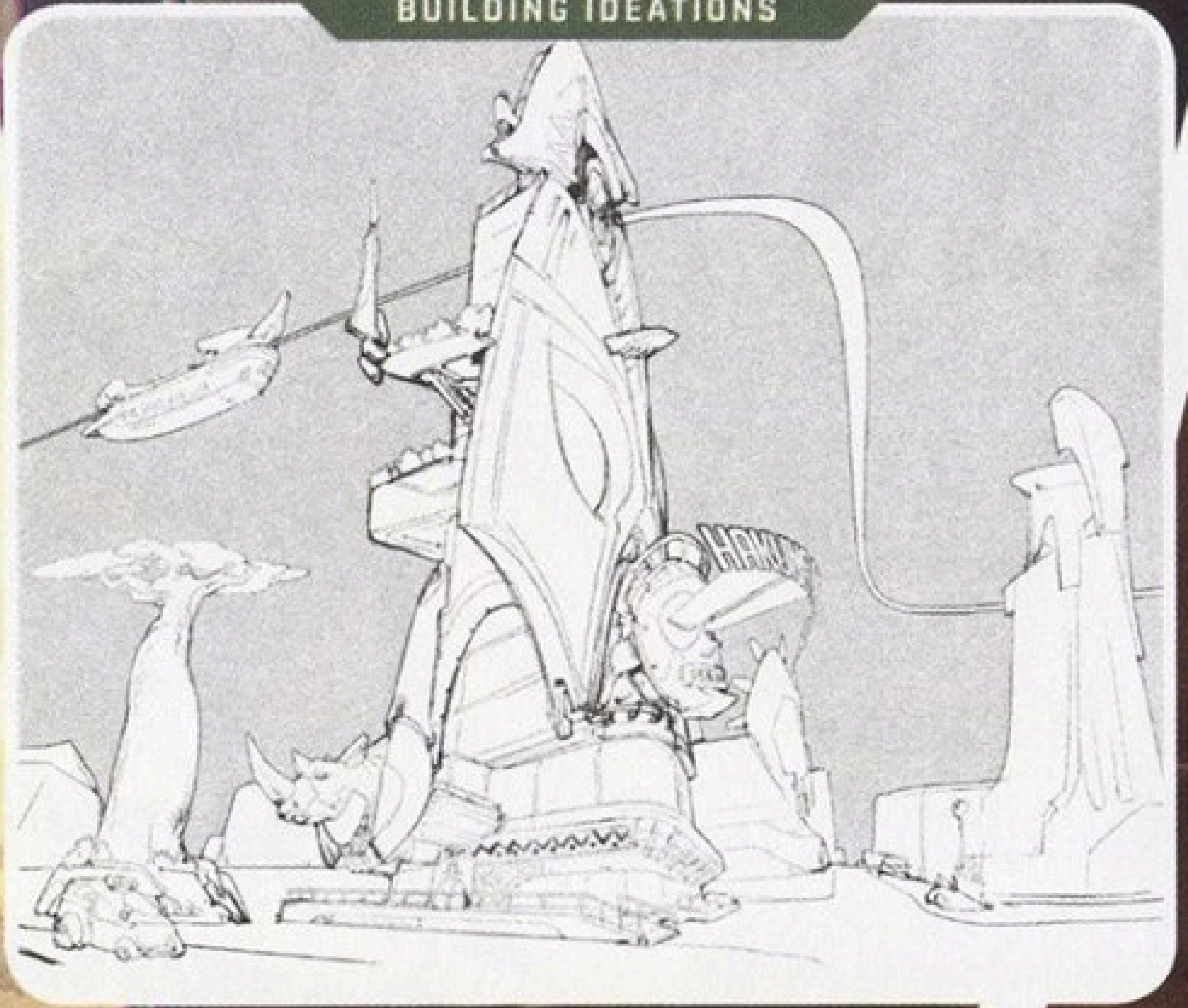
▼ BUILDING CONCEPT

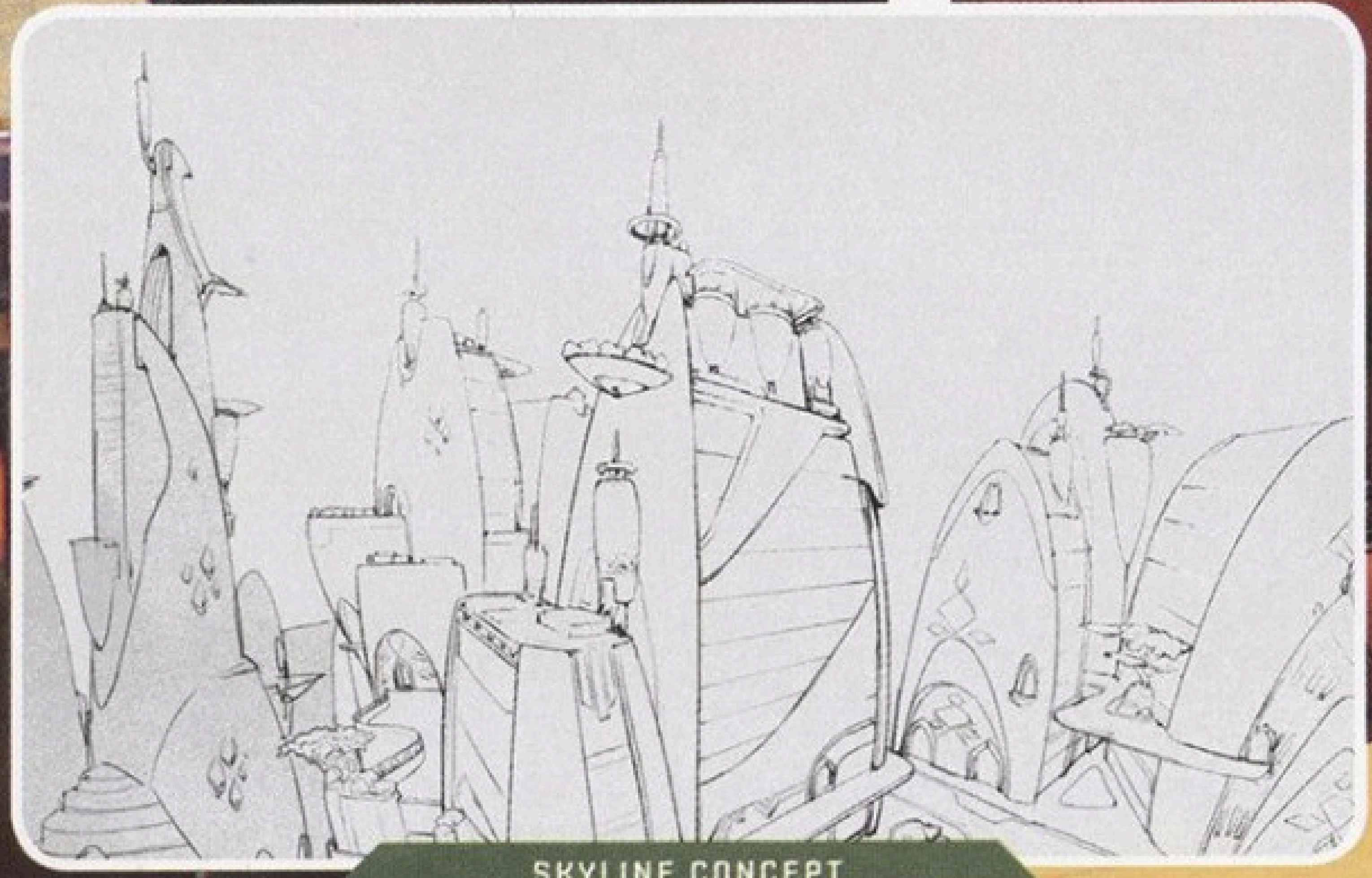
BUS IDEATION

NUMBANI

The departure lounge for Adawe International Terminal opens directly onto the city streets.

BUILDING IDEATIONS

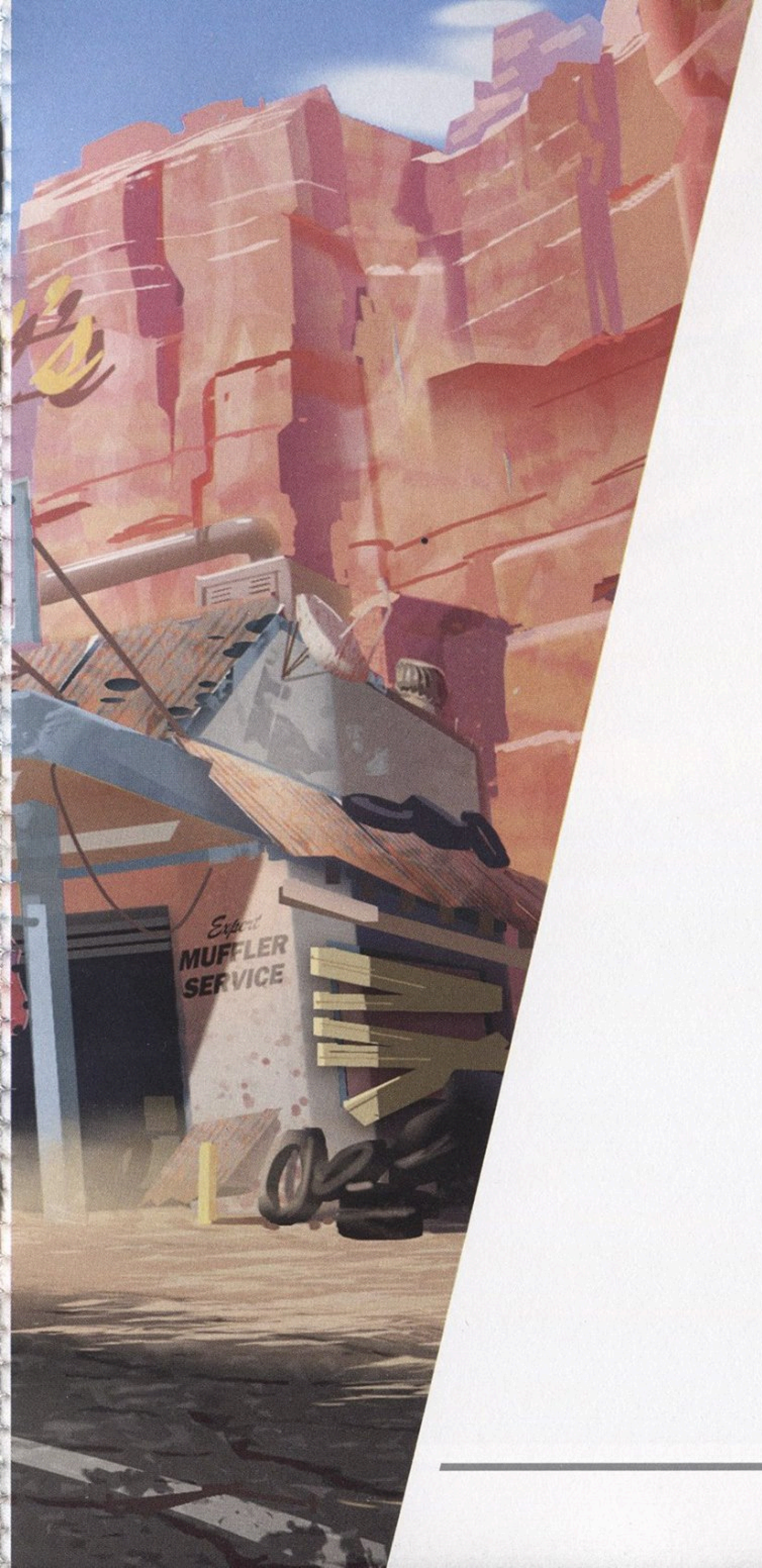




SKYLINE CONCEPT

KING'S ROW
- GRV -
EXPLORE THE BEST OF KING'S ROW
ARRIVALS
ARRIVALS
TEMPLE OF

ROUTE 66
G
A
S
361
UNLEADED
$
ATM
Big Earl
24 Hours
Service
A
S
HISTORIC
ROUTE
US
66
ROUTE
U.S. ROUTE 66
EXPLORE THE HISTORY



OBJECTIVE: ESCORT

ROUTE 66

OBJECTIVE:

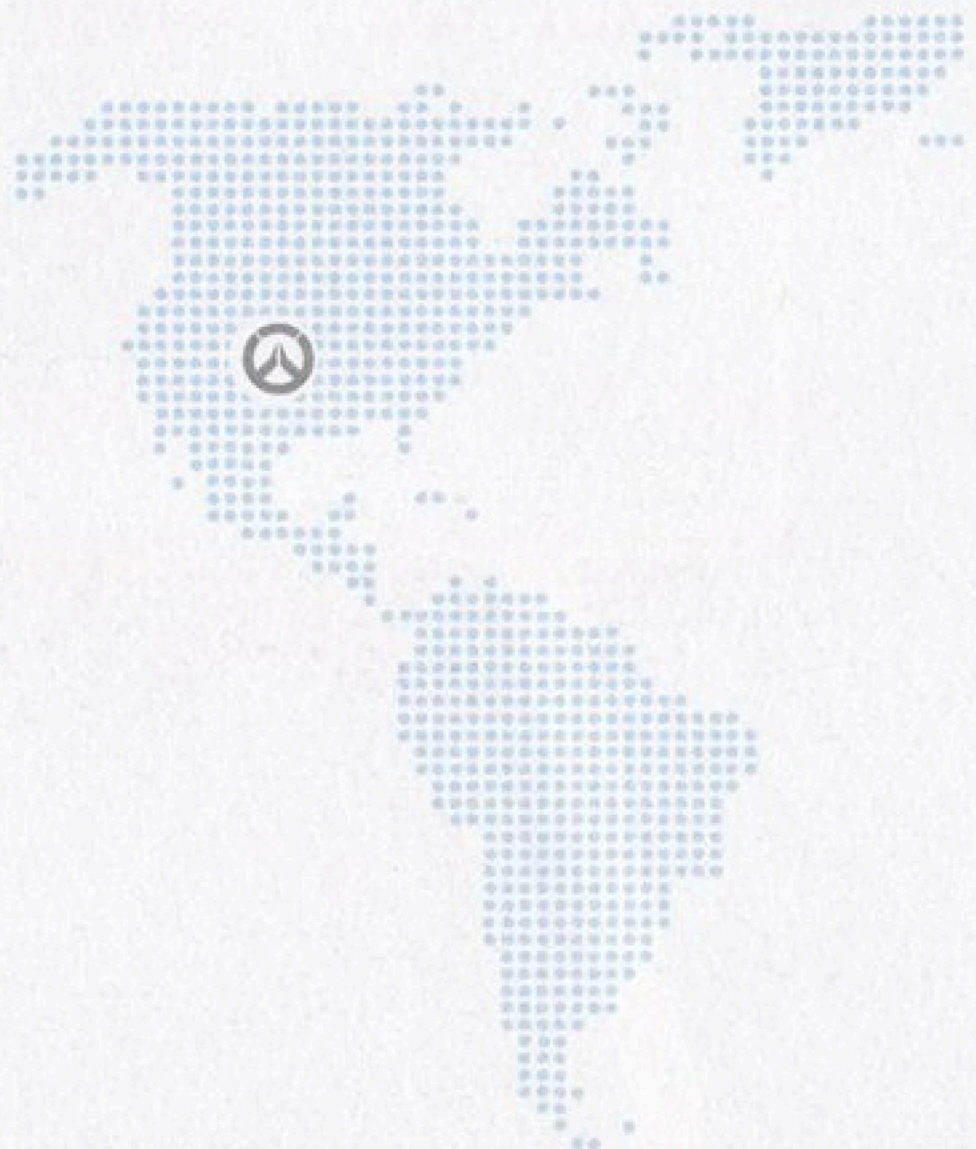
E

ESCORT

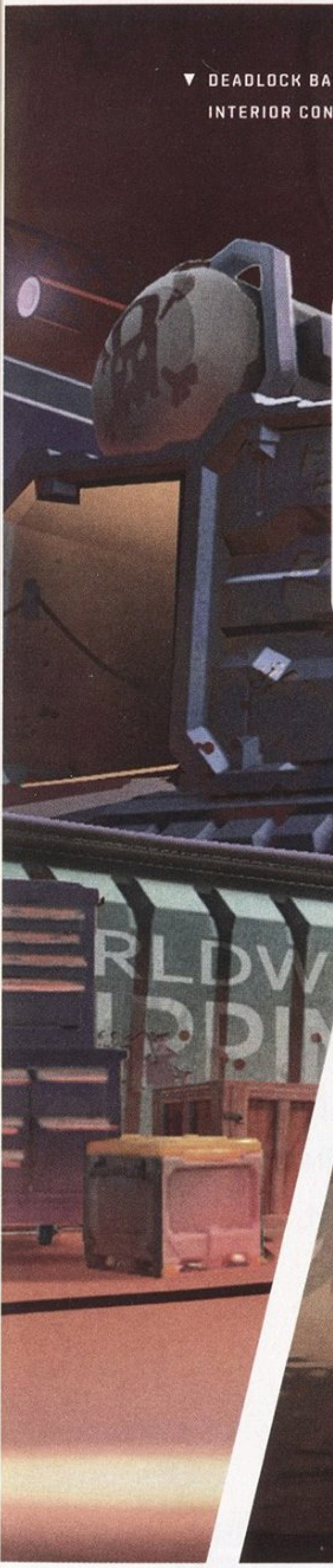
OBJECTIVE DETAILS:
ESCORT

LOCATION NAME:
ROUTE 66

COUNTRY:
USA

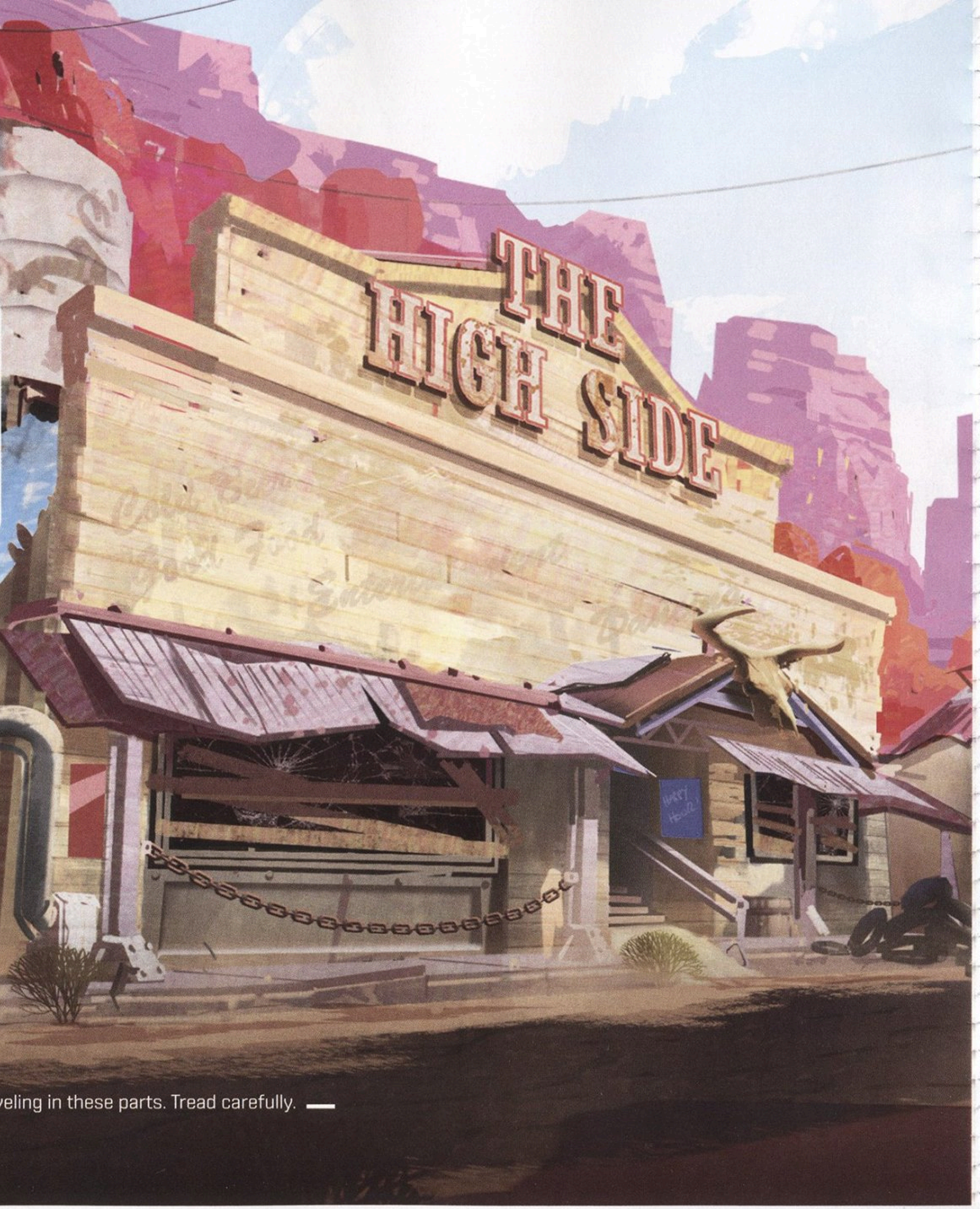


Though the travelers and road trippers who used to cross the US on historic Route 66 are gone, the Main Street of America still stands, a testament to a simpler time. The gas stations, roadside shops, and cafes have gone into disuse, and the fabled Deadlock Gorge is mostly seen from the comfort of transcontinental train cars. But amid the fading monuments of that earlier era, the outlaws of the Deadlock Gang are planning their biggest heist yet.



▼ DEADLOCK BASE
INTERIOR CONCEPT

BIG RIG CONCEPT


THE HIGH SIDE
Cold Beer
Good Food
Entertainment
Happy Hour

ROUTE 66

Few law-abiding citizens have any reason to be traveling in these parts. Tread carefully.

ED'S GARAGE
Motorcycle & Repair Shop
SCENIC
OVERLOOK

ACTUAL PAYLOAD DESIGN STILL T.B.D.

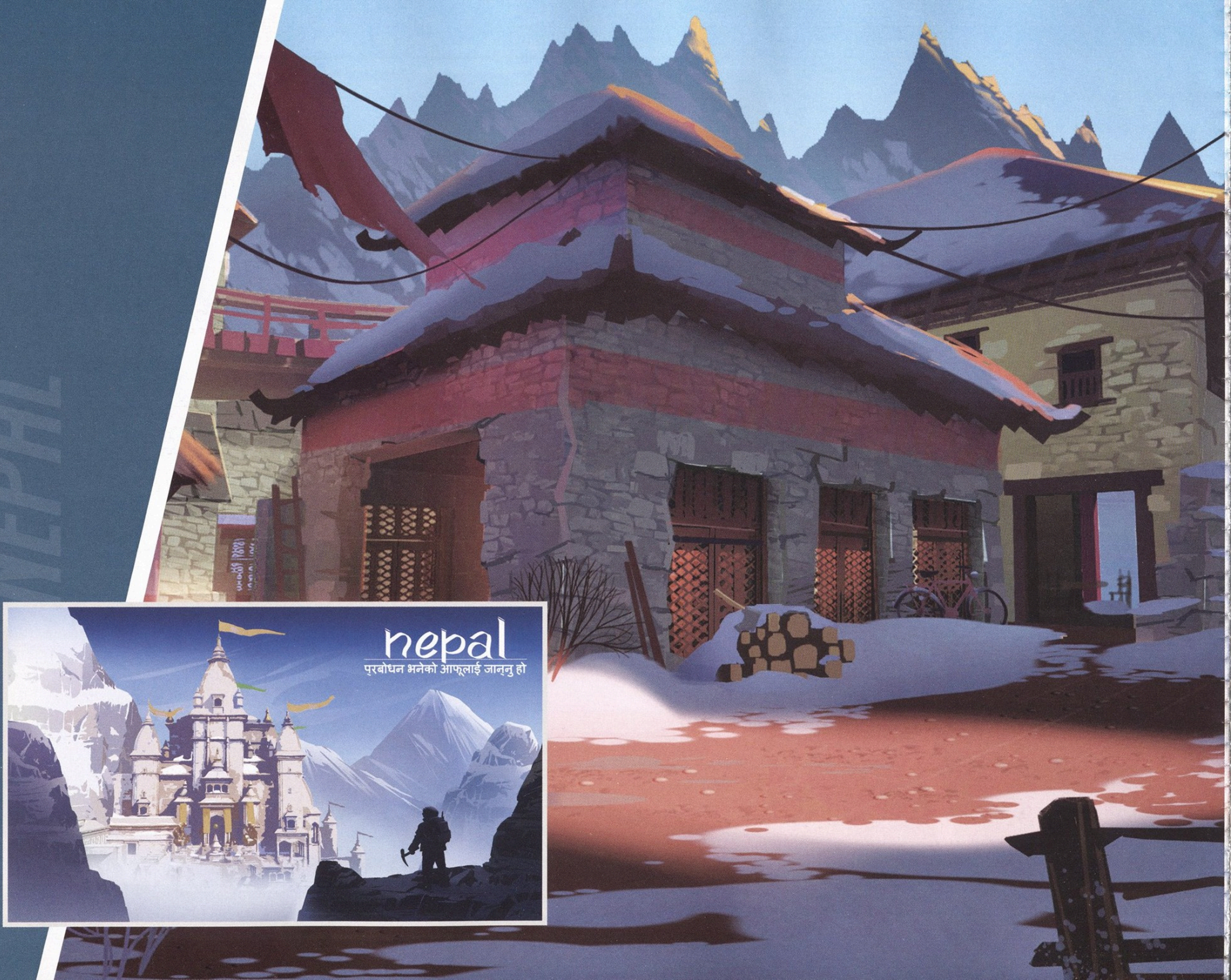
PAYLOAD CONCEPT

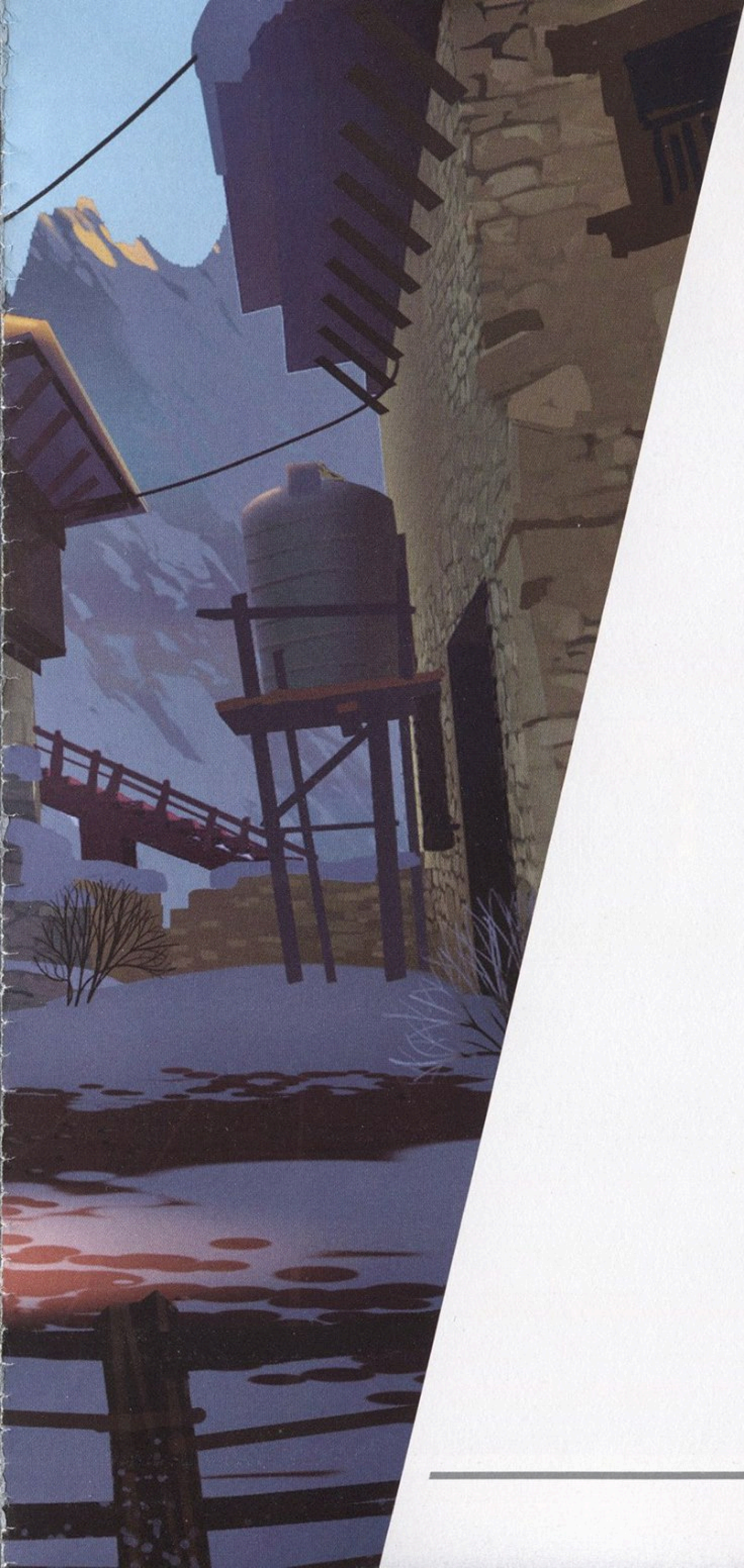
LOADING DOCK →
SC
OVER

DEADLOCK HIDEOUT:

Art exploration of the interior of the gang's secret base.

NEPAL


nepal
प्रबोधन भनेको आफूलाई जान्नु हो



OBJECTIVE: CONTROL

NEPAL

OBJECTIVE:

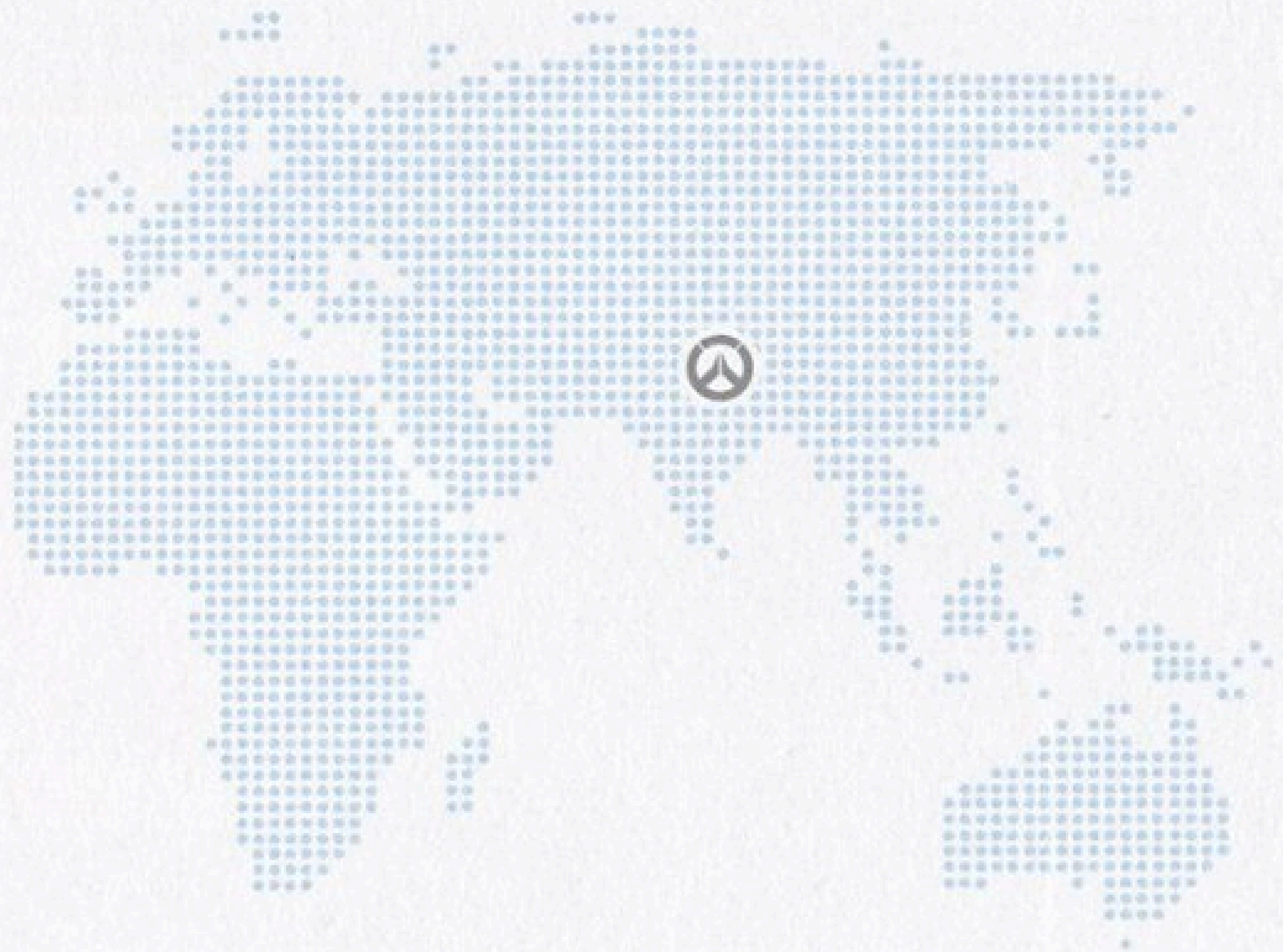
C

CONTROL

OBJECTIVE DETAILS:
CONTROL

LOCATION NAME:
NEPAL

COUNTRY:
NEPAL



Years ago, a group of omnic robots experienced what they described as a spiritual awakening. They abandoned their preprogrammed lives to establish a monastery high in the Himalayas, where like-minded omnics could gather to meditate on the nature of their existence. Led by their spiritual leader, Tekhartha Mondatta, they took over the ruins of an ancient monastery and turned it into the home of the Shambali, a place where omnics and humans alike make pilgrimages in the hopes of finding a greater truth. —

INNER SANCTUM CONCEPT

EXTERIOR CONCEPT

SHAMBALI MONASTERY

Peace in a harsh landscape. The monastery is difficult to reach because an easy path is never rewarding.

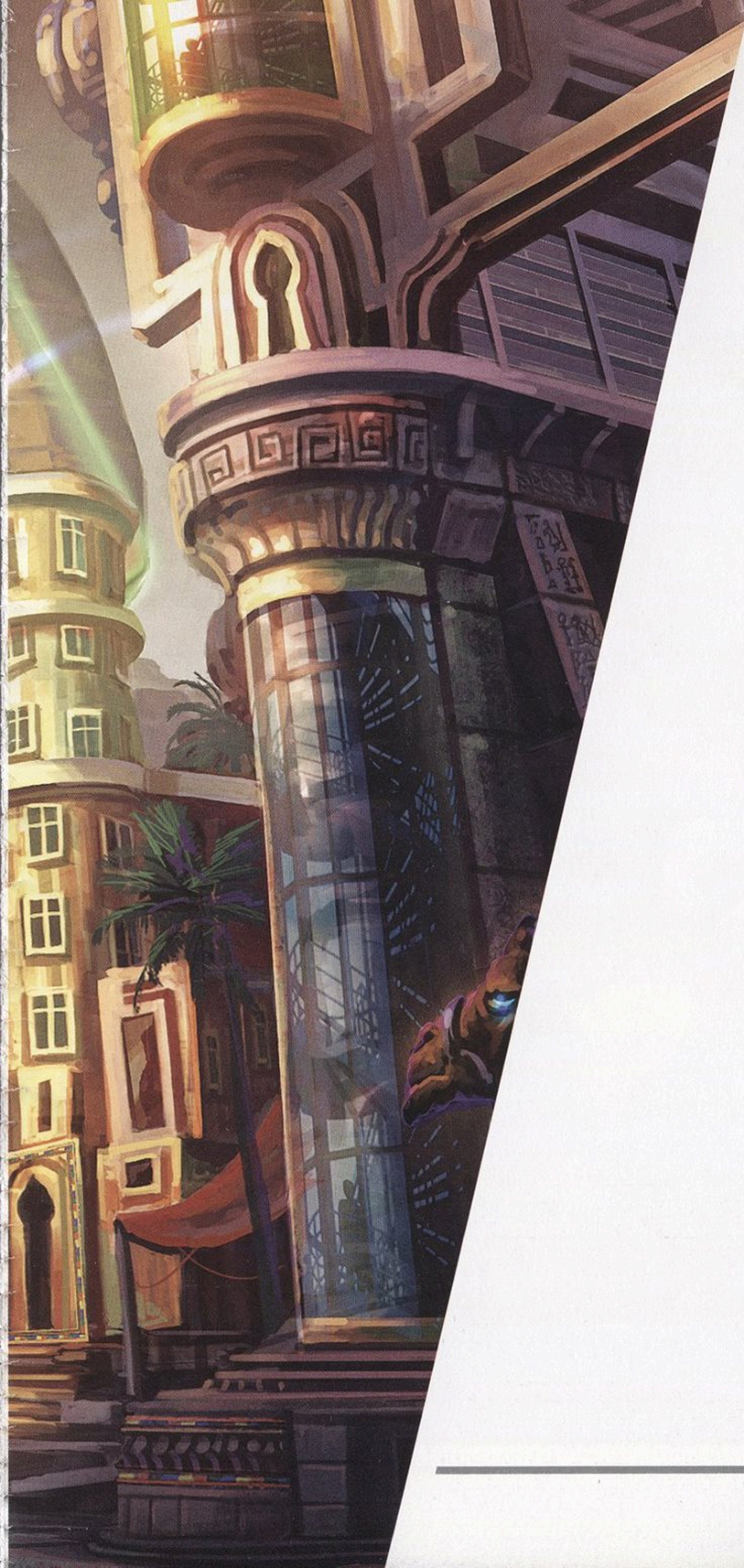
IDEATION:

Artists experimented with ways to make the monastery fit naturally into the mountainous landscape.

MONASTERY EXTERIOR CONCEPTS ►

TEMPLE OF ANUBIS

TEMPLE OF ANUBIS
JEWEL OF THE NILE
TRAVEL TO THE LAND OF PHARAOHS
TAXI



TEMPLE OF ANUBIS

OBJECTIVE:

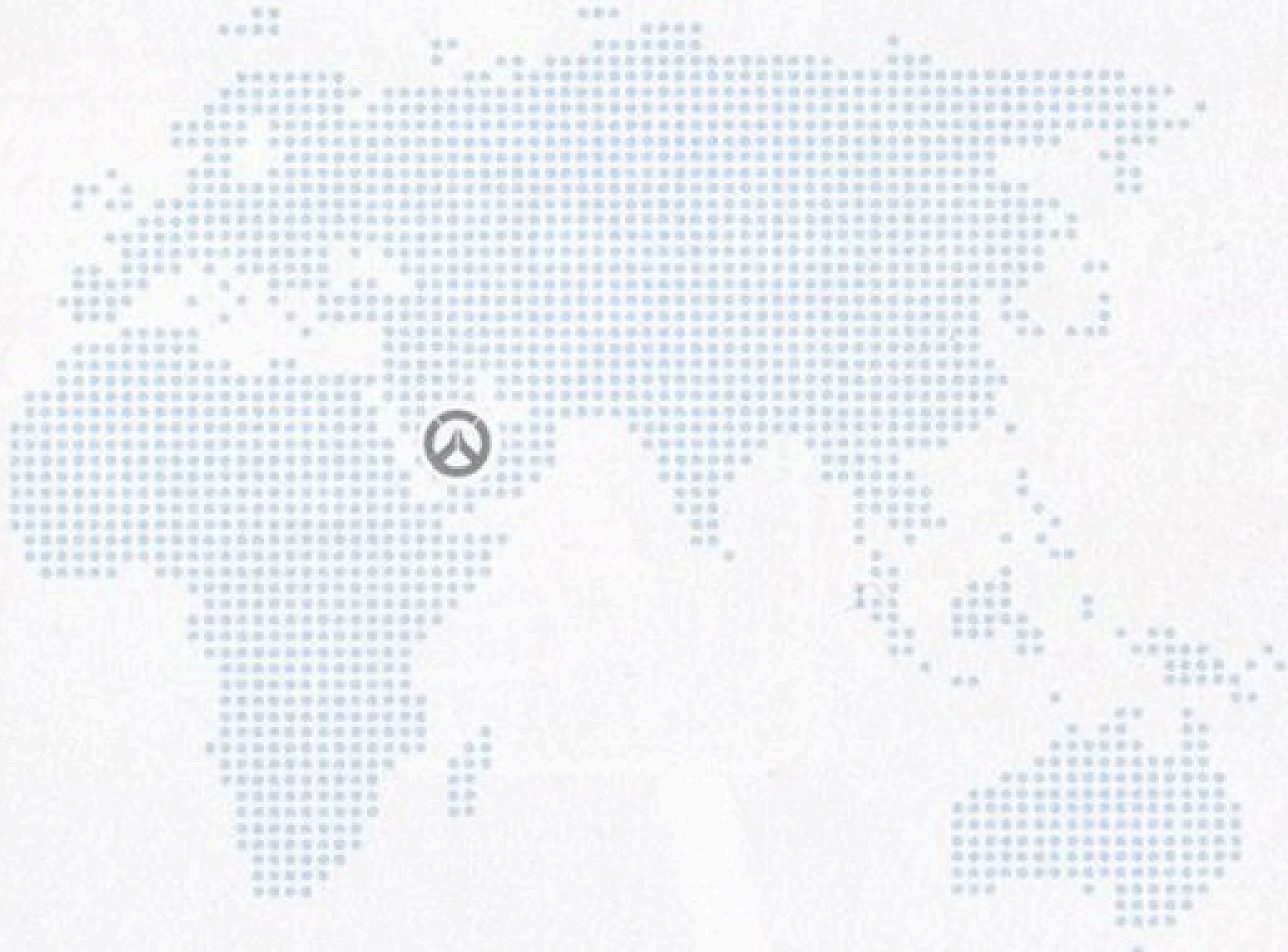
A

ASSAULT

OBJECTIVE DETAILS:
ASSAULT

LOCATION NAME:
TEMPLE OF ANUBIS

COUNTRY:
EGYPT

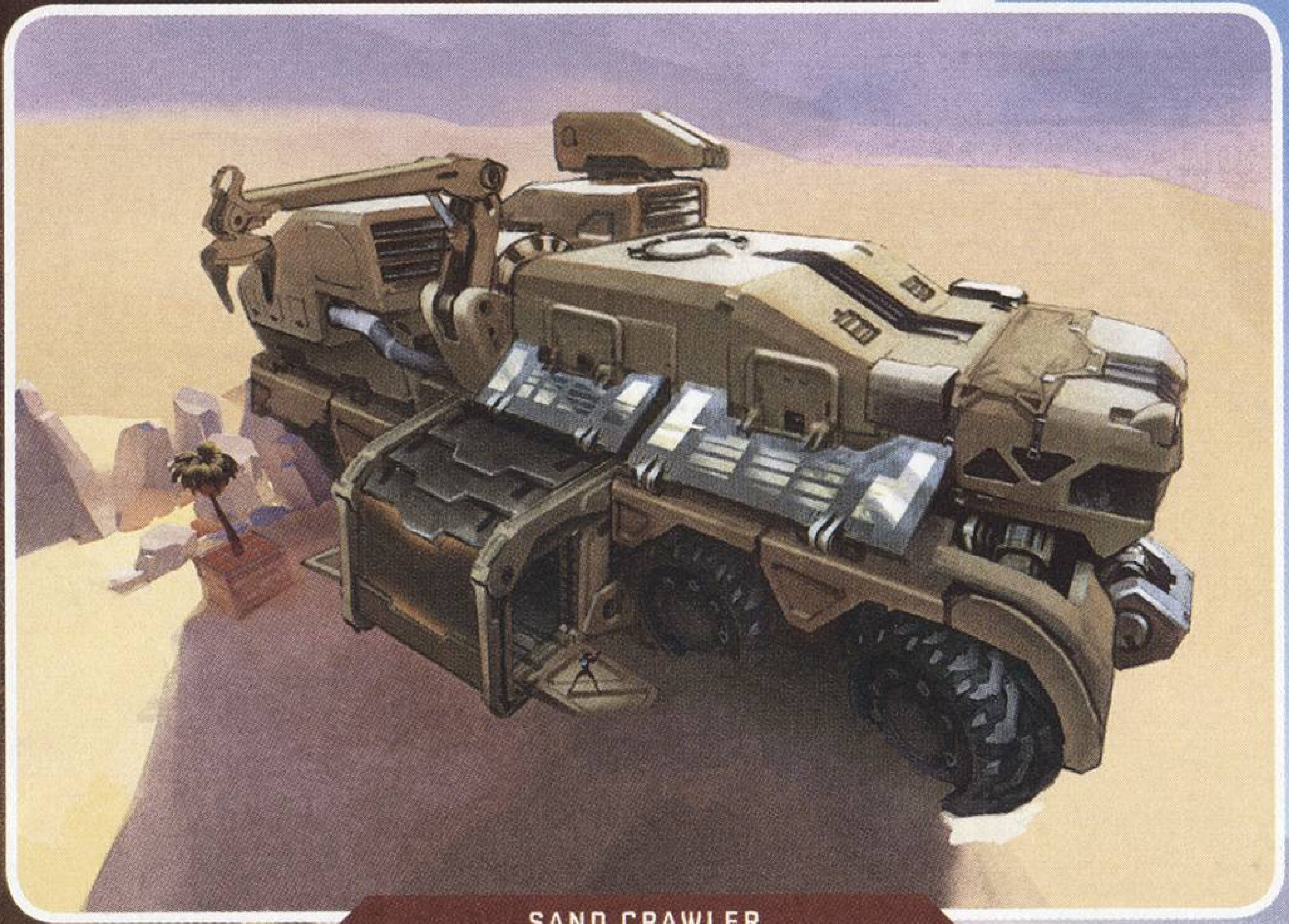


Nestled among the ancient ruins of the Giza Plateau on the outskirts of Cairo, the Temple of Anubis is one of many new excavations in the area. While most believe that the site is of interest for archaeological reasons, it also hides the entrance to a research facility that extends deep beneath the earth. The facility is alleged to house an artificial intelligence, but the whole truth is known only to a select few. Not even the agents of Helix Security International who guard the facility know what they're protecting.

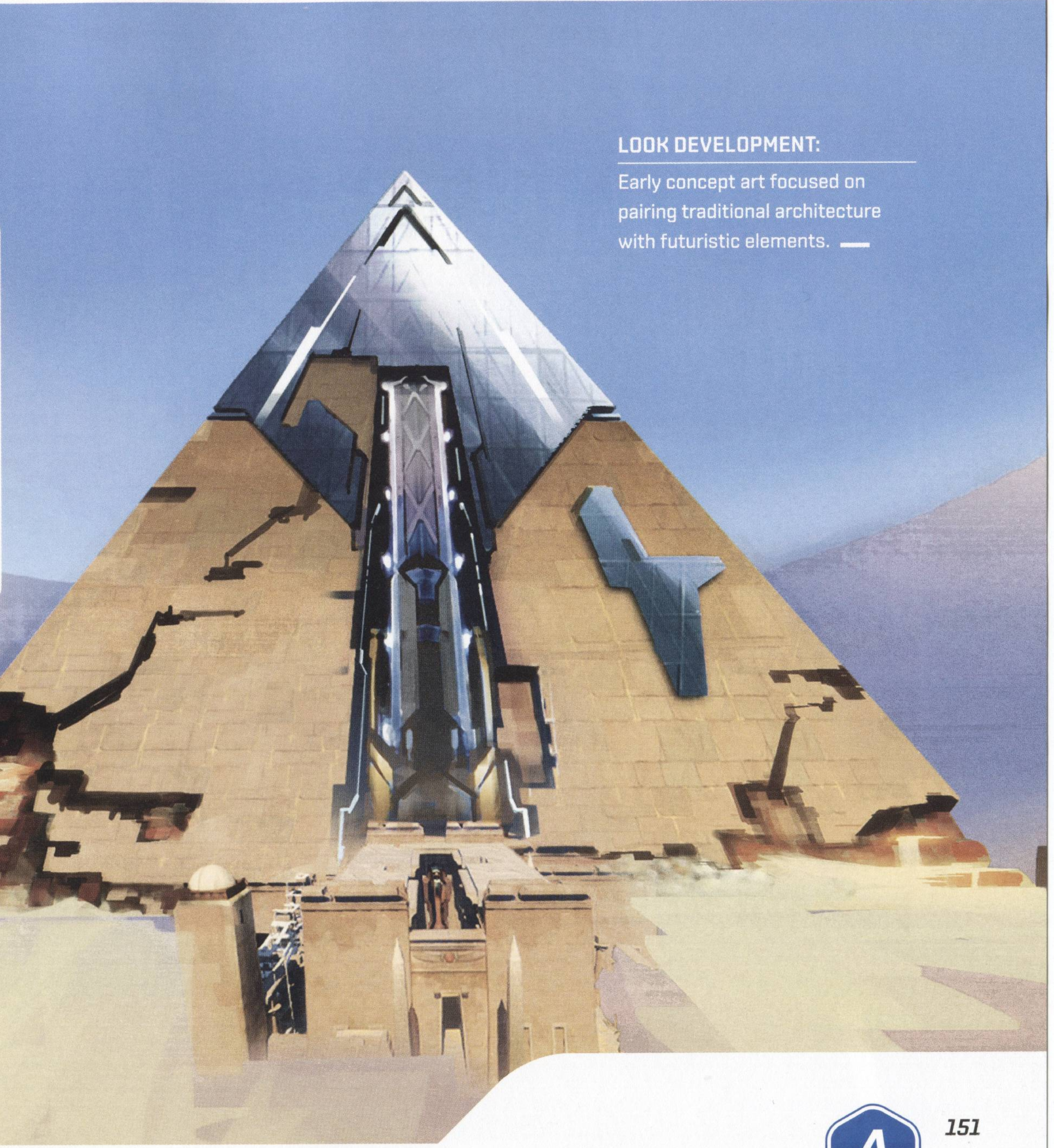
SAND SKIFF DOCK

TEMPLE OF ANUBIS

An Egyptian bazaar is not a place where you'd expect a battle. Securing victory will require improvisation.

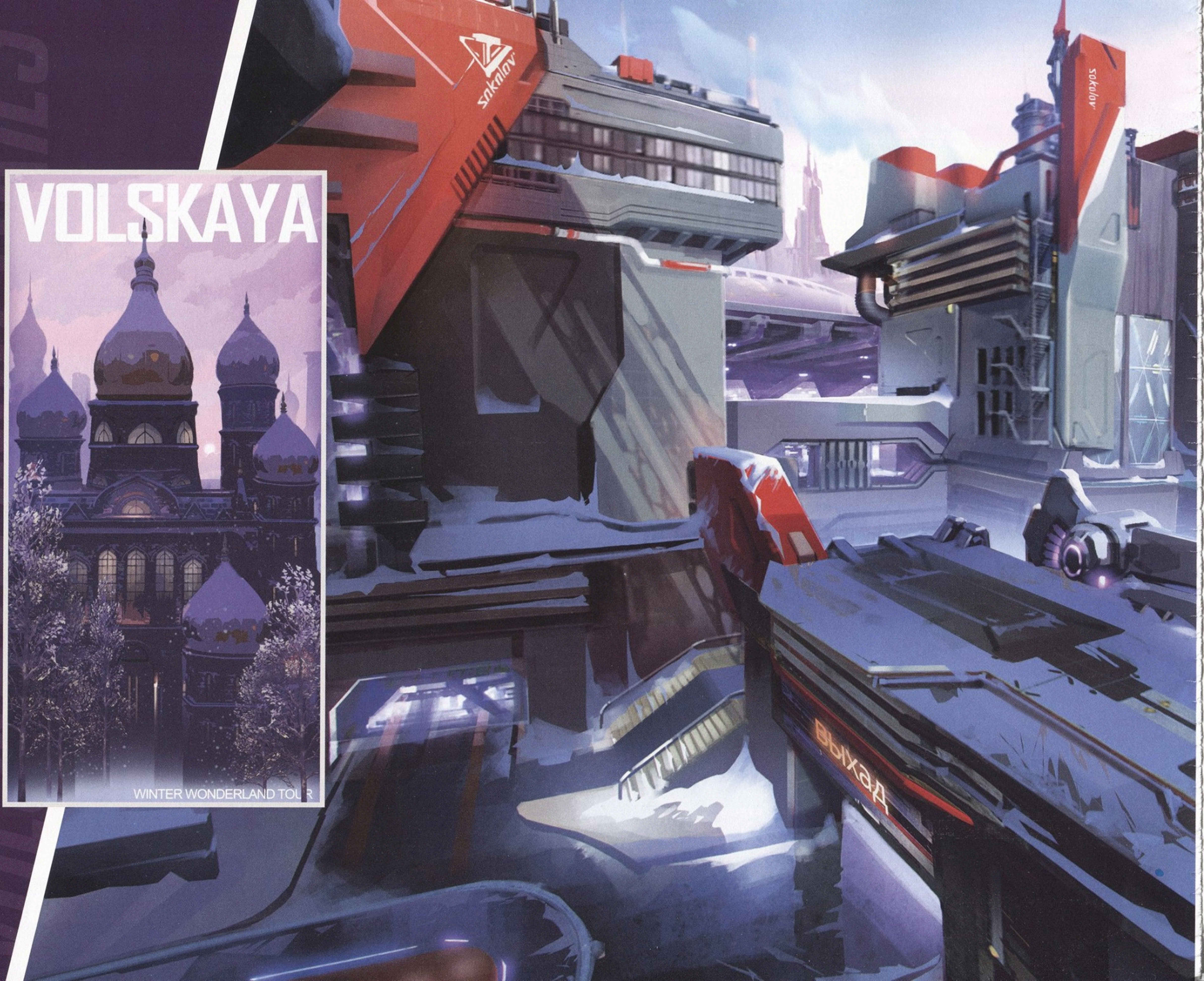


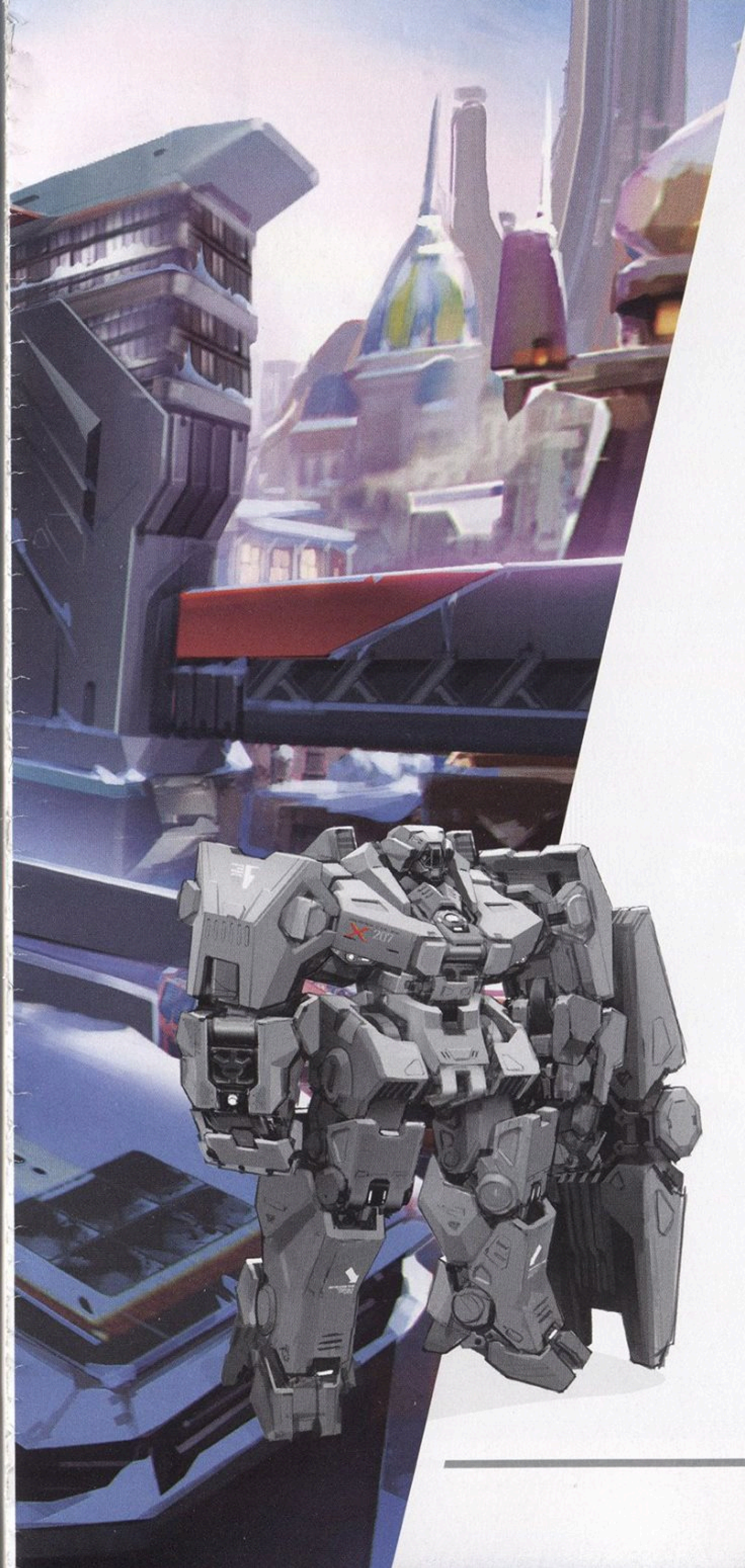
SAND CRAWLER



LOOK DEVELOPMENT:

Early concept art focused on pairing traditional architecture with futuristic elements.


VOLSKAYA
WINTER WONDERLAND TOUR
sokolov
sokolov
Выхад



OBJECTIVE: ASSAULT

VOLSKAYA INDUSTRIES

OBJECTIVE:

A

ASSAULT

OBJECTIVE DETAILS:
ASSAULT

LOCATION NAME:
VOLSKAYA INDUSTRIES

COUNTRY:
RUSSIA

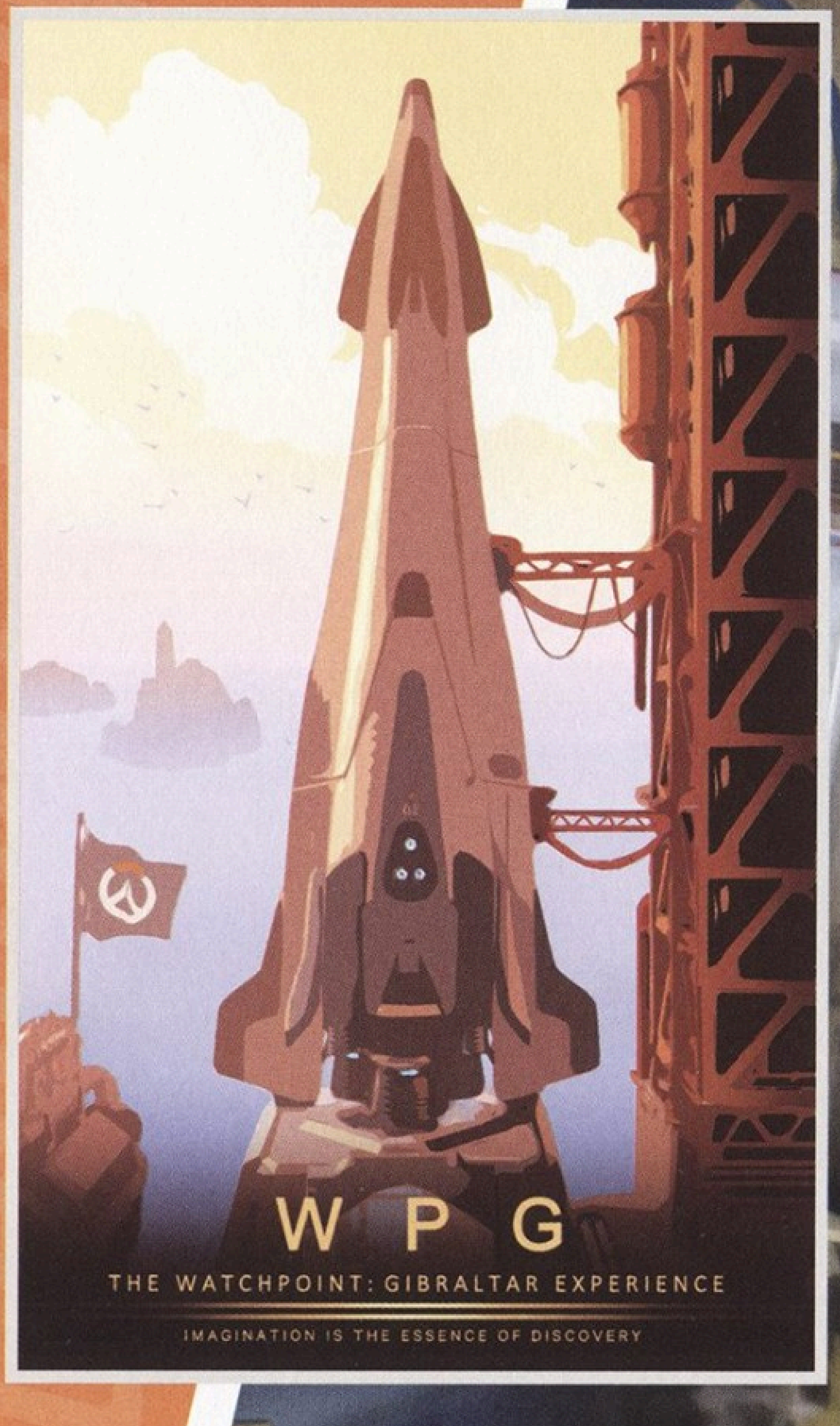
Russia was one of the countries hit hardest by the Omnic Crisis, but during the rebuilding process, it rode the wave of the mechanized labor industry's revitalization and entered a period of rapid growth. However, after recent attacks from the long-dormant Siberian omnium, Russia has returned to war footing, guarding its sparkling cities with the massive, human-piloted Svyatogor mechs developed and produced by Volskaya Industries.

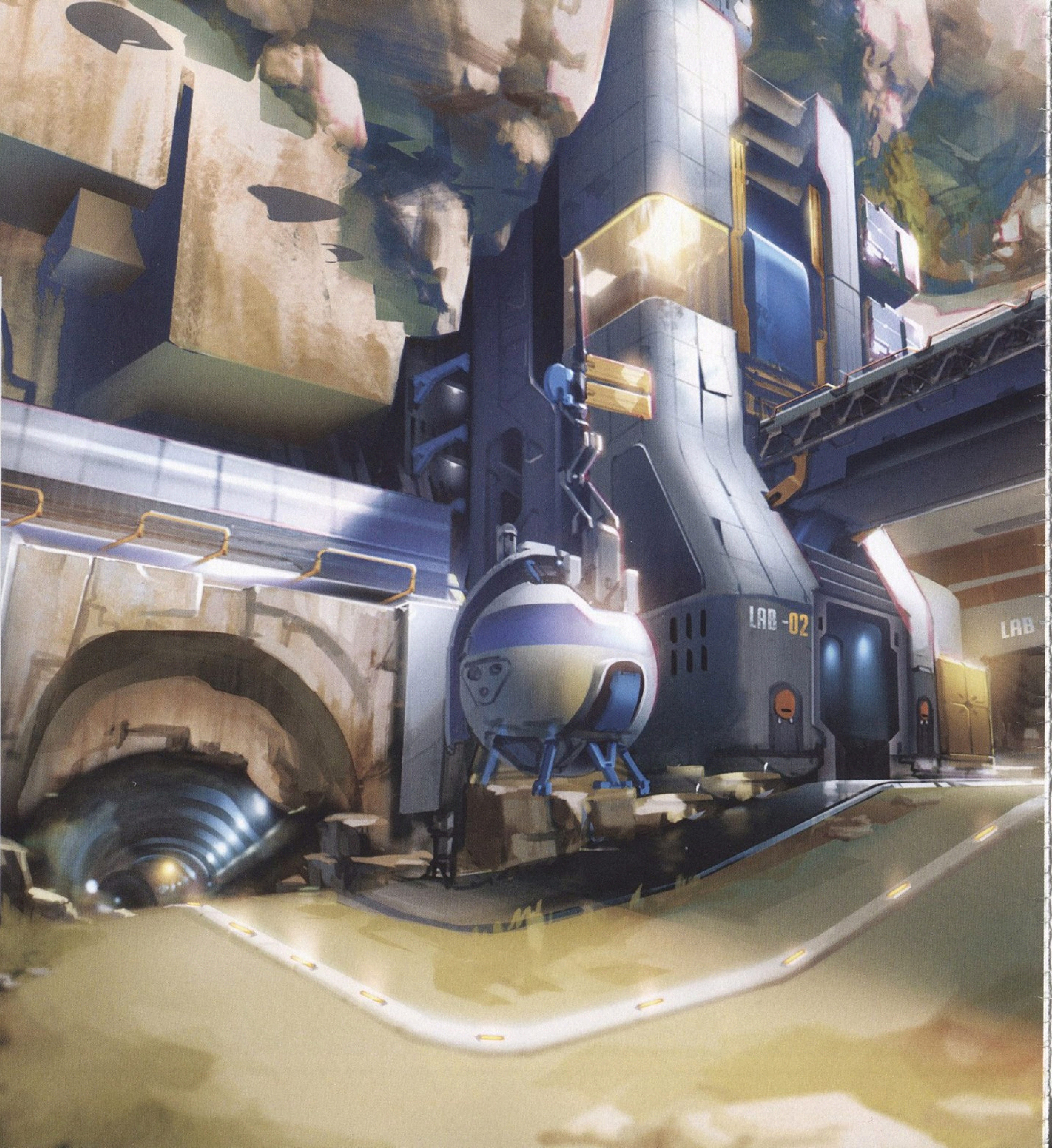
СОБЛЮДАЙ
БДИТЕЛЬНО

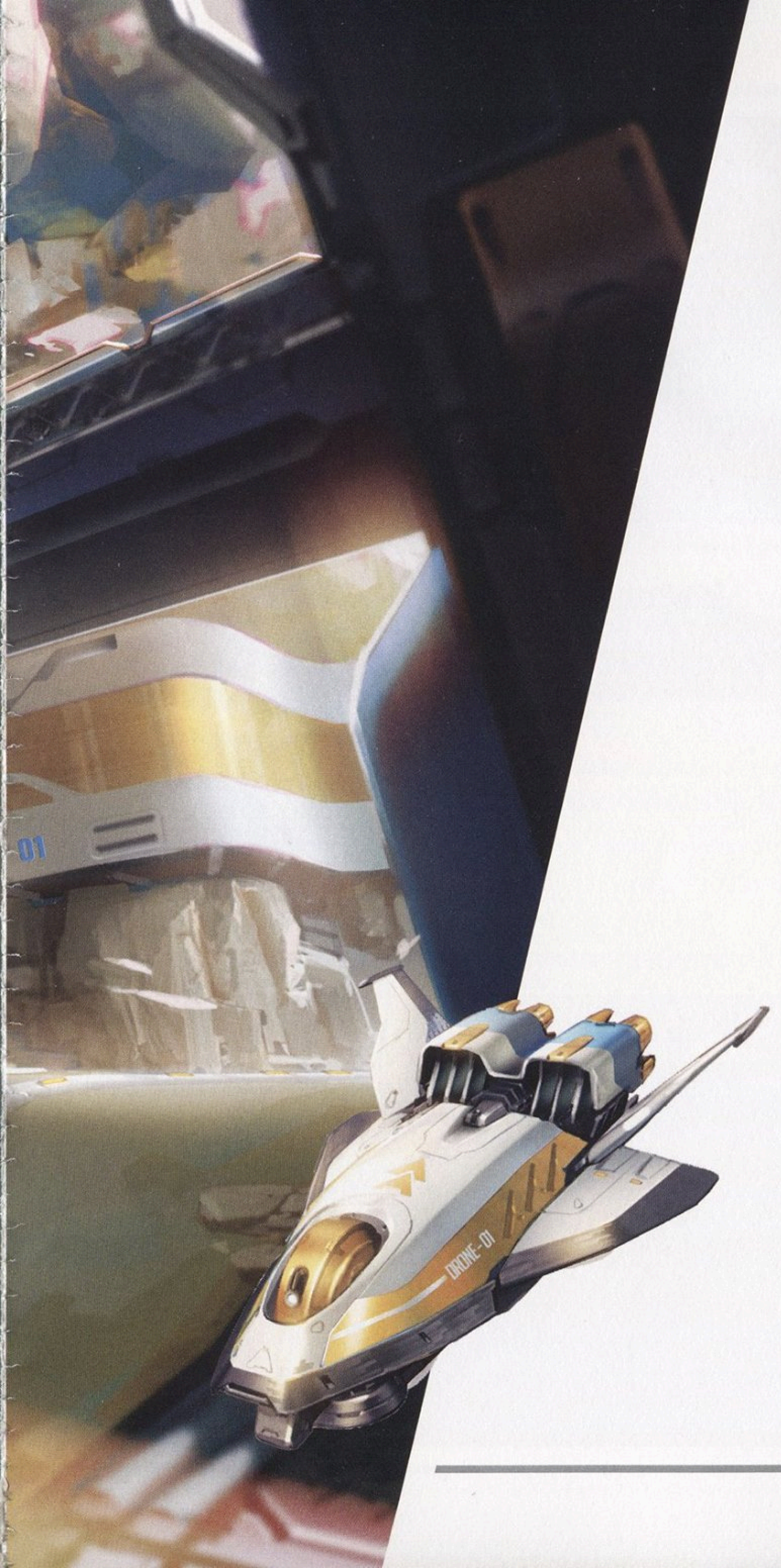
VOLSKAYA INDUSTRIES

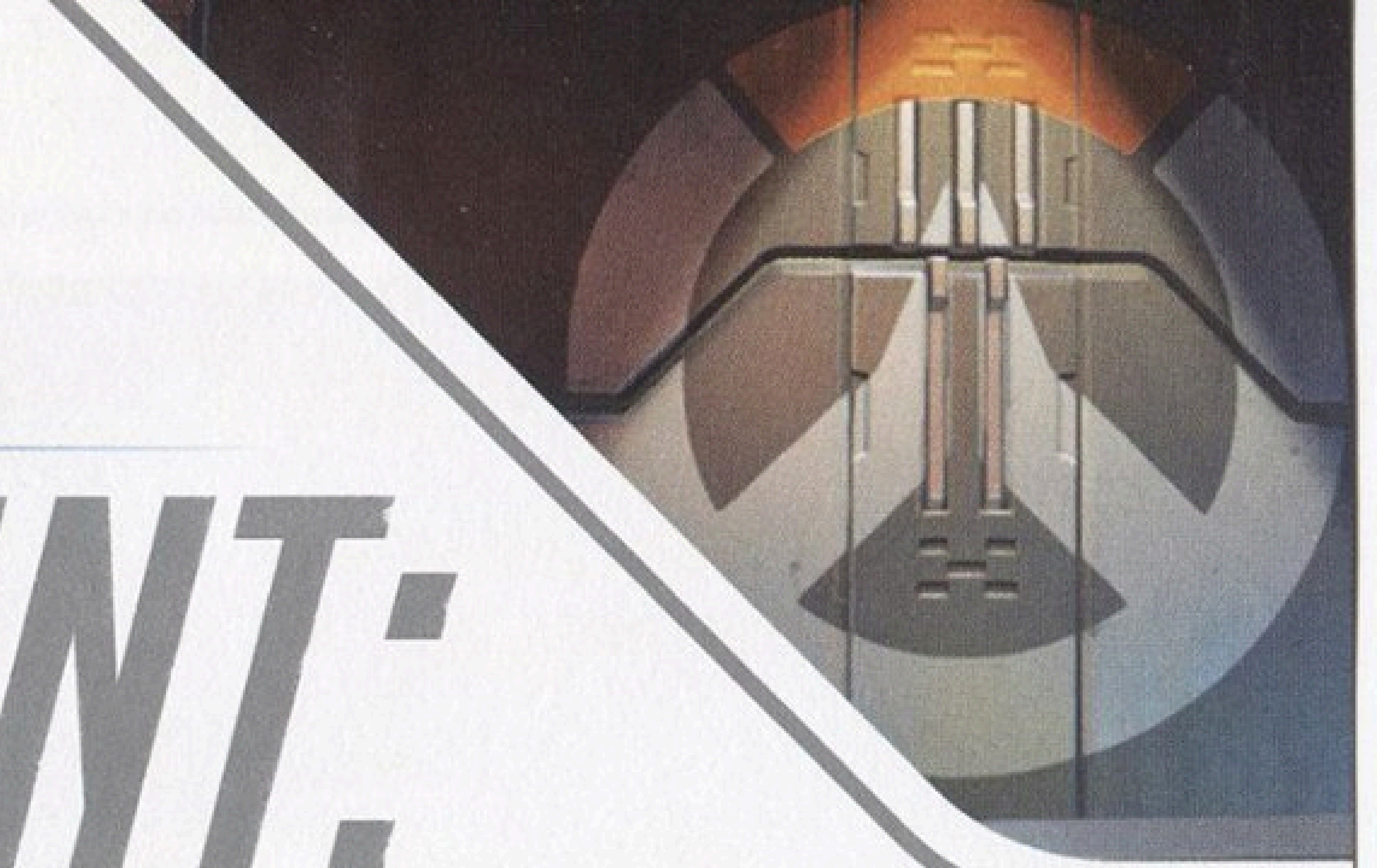
A distinctly Russian skyline towers over a winter wonderland. This is a proud land that holds fast against a new omnic threat.

OMNIC CRISIS MEMORIAL ARTWORK


W P G
THE WATCHPOINT: GIBRALTAR EXPERIENCE
IMAGINATION IS THE ESSENCE OF DISCOVERY


LAB -02
LAB





OBJECTIVE: ESCORT

WATCHPOINT: GIBRALTAR

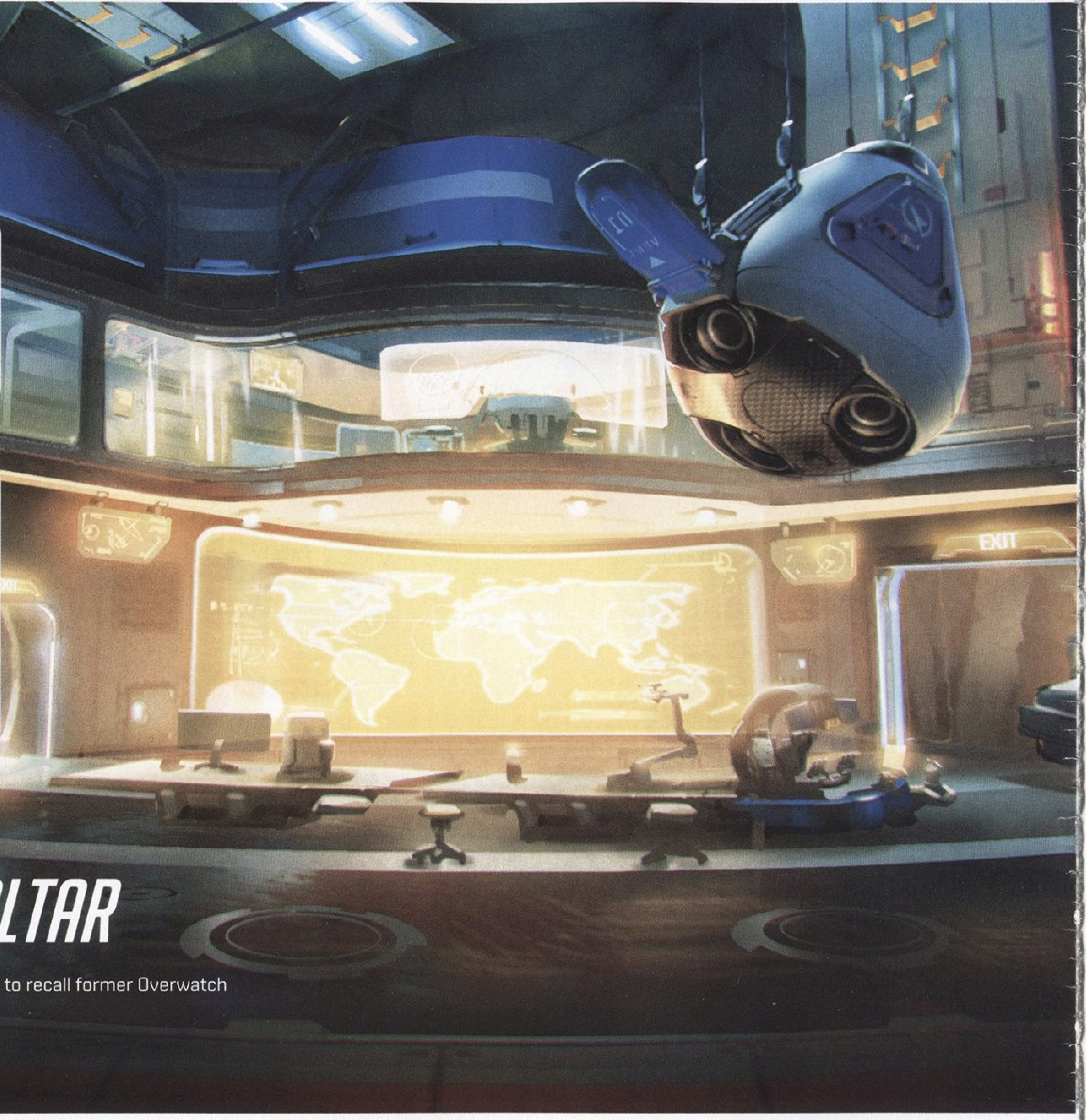
OBJECTIVE:
E
ESCORT

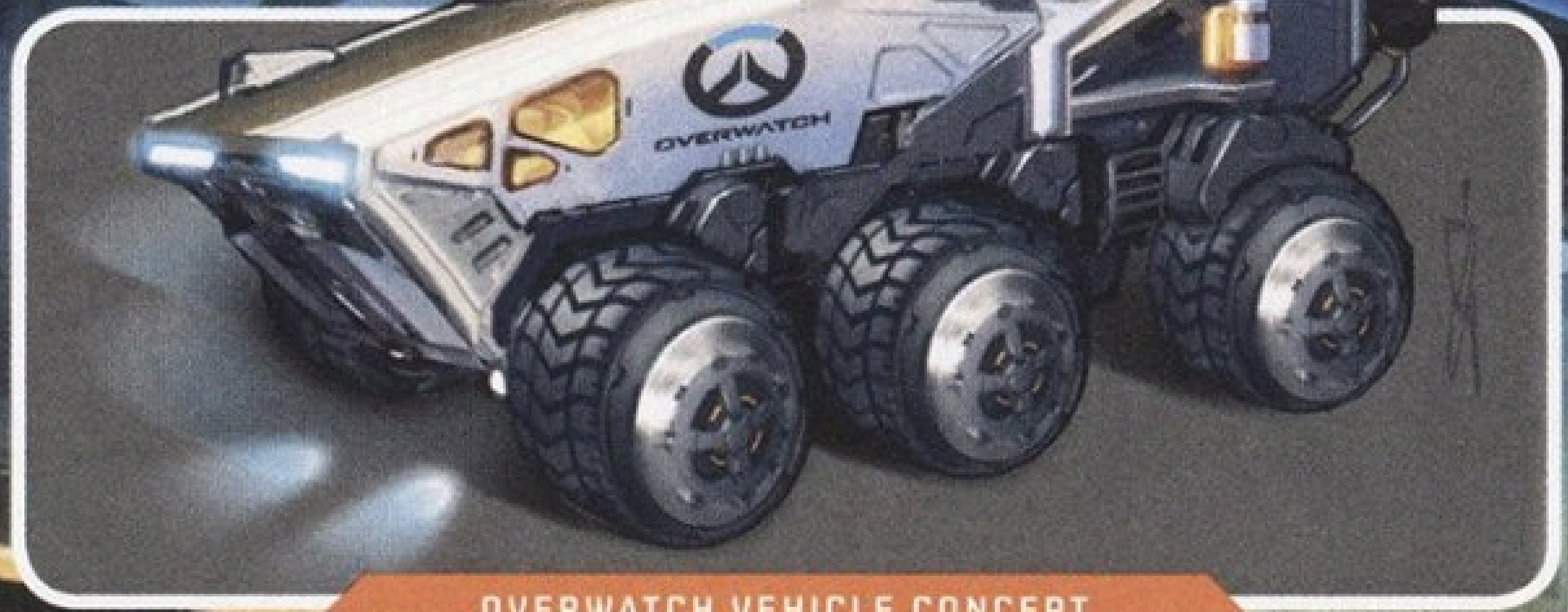
OBJECTIVE DETAILS:
ESCORT

LOCATION NAME:
WATCHPOINT: GIBRALTAR

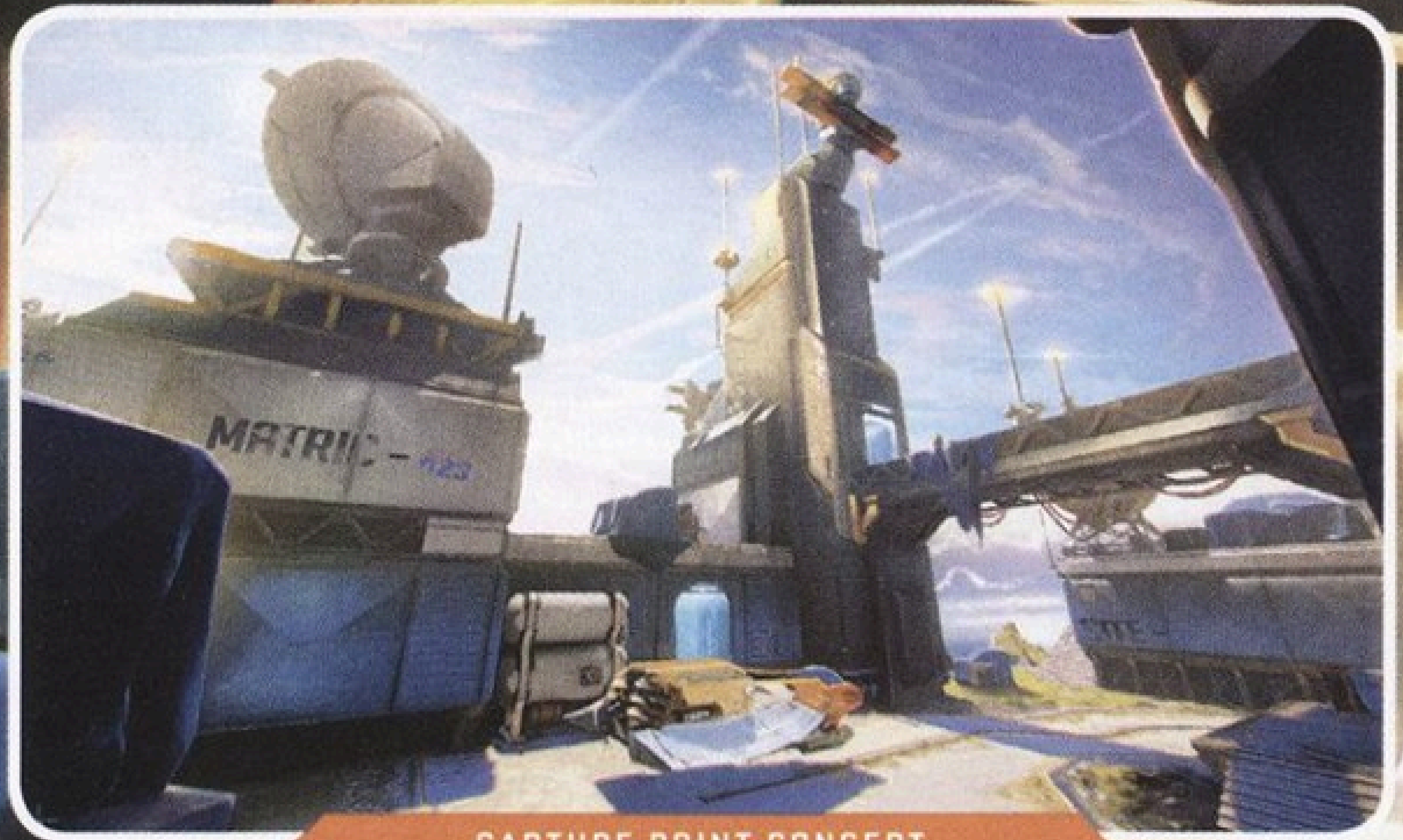
COUNTRY:
GIBRALTAR

At its height, Overwatch maintained a number of bases around the world, each with its own purpose: peacekeeping, scientific research, or in the case of Watchpoint: Gibraltar, providing an orbital launch facility. The base was mothballed along with the rest of Overwatch's installations, but there have been recent reports of activity within the perimeter. Could this indicate the presence of former Overwatch agents, or is this the work of organizations with more nefarious intentions?





OVERWATCH VEHICLE CONCEPT



CAPTURE POINT CONCEPT

WATCHPOINT: GIBRALTAR

This facility is still the home of Winston, who has taken steps to recall former Overwatch agents (should he believe it to be necessary).

28
B - SITE
DRONE - 465
B

HANGAR:

Exploring the look of the abandoned dropship.

▲ DRONE SATELLITE CONCEPT

CONVERSATIONS WITH THE OVERWATCH TEAM

MEMORIES OF DEVELOPING BLIZZARD'S FIRST NEW FRANCHISE IN ALMOST TWO DECADES

ORIGINS

We were hoping to find the fun. One thing we knew was that we needed to find the fun aspects of the game and never lose sight of them. And the second focus was the technology, making a brand-new engine for the game. During that period, we were developing very simple gameplay.

DYLAN JONES

Early on we had an ideation process where we explored a bunch of different ideas. It was a bunch of two-week sprints, revolving around a conceptual design and getting some rough ideas down.

EVAN CALDER

Even at the start, it was a very team-based design process.

DAVE ADAMS

We were doing a big tech reboot. It was a very anxious time for us. We had to come together and prove that we could build some solid technology to build this new game on. It was very challenging, but it was very collaborative, and everyone was very excited to prove [themselves].

ERIN CATTO

A new IP was something we really wanted to chase down, and I think where everyone got galvanized was just the idea of a team-based, hero-based shooter.

RANDAL DUMORET

Overwatch was more focused on badass heroes fighting each other. That's still what works for us now. The hero-centric nature is still our focus.

EVAN CALDER

There were a few ideas that came up, a few PowerPoints that were made for projects we could make. *Overwatch* was the pitch that stood apart from the crowd in such a noticeable way. Even when it was pitched, the idea solidified almost instantly in everyone's minds: epic, overpowered heroes. Bingo.

LEE SPARKS

FINDING THE FOCUS

You always hope that when the game doesn't exist yet, you have enough direction where everyone on the team can work autonomously. We didn't know who the heroes were going to be, how many players were going to be on each team, what the maps were going to look like, but we could play with the competitive PvP shooter that was in our heads.

TIM FORD

We put a stake in the ground: "This is what we're building." Whenever [ideas] would start bloating out, we said, "No, this would be cool, but it's not our focus."

MICHAEL HEIBERG

We knew what the game was supposed to feel like before we put our hands on it, and that helped us make decisions about how to build our technology and get ramped up.

TIM FORD

All of the tools were built from scratch. Almost completely proprietary software. The pipeline was built for a specific purpose. For our specific purpose, for our game... I think the whole editor is pretty sweet.

LUKE MORDARSKI

We were not taking shortcuts. We were not writing prototype code. This was a real engine. We were trying to keep it in a shippable state.

ERIN CATTO

We made some good tech decisions in the beginning. It was something like five months after starting from scratch that we had something playable and fun.

JOE MICELLI

There was the very first playtest where we were actually shooting each other. It was super raw, in a gray room, all temp art, not many characters... Actually, it was only Tracer, firing laser beams out of her eyes. We were playing laser tag. And it was really, really fun. And we all knew: "Just add to THAT. Build on THAT."

SCOTT MERCER

It was at that moment, when we were shooting laser eyebeams at each other, we knew it was working. This was a very humble beginning, but we knew we were on our way. We had something concrete.

DAN REED

We didn't even have death implemented yet. We had health, though. So, when you ran out of health, you'd pop way up in the air, and when you hit the ground, your health would reset. It was hilarious.

TIM FORD

Even with our basic engine and everything, it was fun. It wasn't revolutionary; it wasn't game-changing, but it was fun. That's how we knew we were onto something. "We have it—let's make it better."

DYLAN JONES

We would come in in the morning. We would play the game for an hour. We would all meet and make a list of the things we needed to change. We would complete the list that day. There was no hesitation. It was fast-paced, and a unique environment to be in.

LEE SPARKS

For me, the entire game really clicked with Tracer, when we recorded her temp voice. It was kind of an "aha" moment. The heroes are very character rich, and the voice was a missing link.

PAUL LACKEY

Our gameplay ideas suddenly had a name: Tracer. Reaper. These are entire characters with personalities, and it was really cool to see it come together. It was a big moment. "Oh, this is what the game should be."

SCOTT LAWLOR

CORE COMBAT

There was an impression that we might not even make this game. We had to get past the "core combat" milestone to get the project truly greenlit, and only then could we hire more people and scope out the rest of the project.

ARNOLD TSANG

We had a strike team trying to figure out how to make a melee hero work in a first-person shooter. It's hard to do. There were a lot of iterations with [Reinhardt's] "E" ability, his shockwave. For a while, he actually THREW his hammer, and it came back, Thor-style. It was cool... but it wasn't believable, and for a few seconds, he didn't have his weapon and couldn't do anything.

JUSTIN DeCLOEDT

We built the four core combat heroes, which were Tracer, Reaper, Widowmaker, and... well, it was supposed to be Mercy or Reinhardt. Then everyone was falling in love with Pharah...

MICHAEL HEIBERG

> Yes! Rockets! Flying and rockets!
>
> SCOTT MERCER
>
> ... and, yeah, Pharah became the fourth. We were playing with just those four in Temple of Anubis while we built out more ideas.
>
> MICHAEL HEIBERG

We had a really difficult time with Reinhardt. He was completely different at the beginning… We were having a hard time finding the fun with him. But at the time, we had the design for a character called "Rocket Queen." They didn't have any art for it, so we made a very temporary asset for them. Very ugly. But it was visually different. It was a girl that was colored blue, with boxes for wings. Really simple. But it was fun! So that character—who became Pharah—was one of the four core combat heroes.

DYLAN JONES

Reaper and Widowmaker and Tracer, we knew what they looked like from the get-go. They were very concept driven. Pharah was different. "With the tools that we have so far, can we make someone who flies around and shoots rockets?" And it worked great. Those were fun days.

TIM FORD

Core combat was probably the craziest time for us. We were really working to define what we wanted the game to be, what we wanted it to look like.

NICHOLAS EBERLE

Now we knew the game was supposed to be six versus six, and we're trying to strategize, and we ended up really seeing what the game could be even with just four characters. We really started getting into our groove.

RACHEL DAY

To finish up that milestone, we were putting on the Blizzard polish, but even before that was done, we knew we had something special.

DAVID CLYDE

Once we hit that milestone, yeah, we knew what the game was supposed to be. The path before us was clear. Once the focus clicked for the team, I don't think there was anything that was going to stop us from making THAT game.

ERIN CATTO

Core combat was one map with four heroes. We had to go from that to three maps with twelve heroes! That basically triggered, "All hands on deck!"

JOEL TAUBEL

ON TO BLIZZCON

At that point we were hoping to take the game to BlizzCon 2014. Hoping. It was still up in the air. But then we announced to the company in the spring that year that we were aiming for it. We were a little worried; we knew if we didn't hit twelve heroes, we could still go to BlizzCon, but it wouldn't quite be the game we wanted to show. Twelve was the magic number. Other class-based shooters don't usually have that much.

MARK WALIGORA

There was a lot of secrecy. When I came onboard, the team was looking for someone to work on… "something." That was all they told me. I think I was hired before they told me it was a first-person shooter. That was an interesting interview process.

MICHAEL BIANCALANA

They didn't show me the game during my interview. They told me nothing about it. They only showed it to me at the end of my first day. It was so cool to finally see it in action, and it was already feeling smooth and fun. It wasn't long before I was getting a few kills.

LUKE MORDARSKI

There were two ways heroes came about. One was basically that Arnold Tsang would draw a cool picture of a hero we'd want to play, and design would figure out how to make that a reality. And then there was the opposite, where design had the desire to fill out a gameplay niche first, and the art would come later. The fact that we had that push in both directions at once, that creative mind-meld, it was really neat to see.

LEE SPARKS

Whenever we see a new hero concept piece… we get super geeked. Everyone on the team just gets creatively jazzed up about turning a 2-D drawing into a character the player can interact with.

SCOTT MERCER

It's a very focused game, but the heroes are so diverse… It doesn't feel like there's a hero you can't do. There's room for potentially ANYTHING.

BRIAN FARR

That was actually a really solid foundation. Widowmaker, Pharah, Reaper, Tracer… a really great core set of characters that helped a lot on the level design, to be able to understand what these characters were able to do. Pretty much that's our job now, trying to figure out cool playgrounds for these characters to get around in.

DAVE ADAMS

We've kind of made our peace [with the fact] that our heroes are going to have lots of different movement abilities. Abilities that we haven't even thought of yet. It probably helped a lot to have a hero that could fly so early in the process. We could start to figure out all the different routes on the map.

MARK WALIGORA

What happens if Pharah can fly over this thing? Is that bad? Or is it awesome?

DAVE ADAMS

This was important. You see a hero coming at you, you need to know exactly what it can do to you. That meant we had to ditch some other things. There was one point… There were seven different talent builds for Reaper that the player could unlock in our progression system. It got messy and muddy. We abandoned that idea.

MICHAEL HEIBERG

We found that, to make it all work, there needed to be a clear understanding of what this character was going to be. It's a long process… but it's an awesome journey.

SCOTT MERCER

The characters are very diverse, and they play in such different ways. Keeping the animation style consistent across such a unique array of heroes was definitely a challenge. We didn't really have time to establish a rulebook early on. Basically we all help police each other to make sure the end result feels cohesive.

MICHAEL BIANCALANA

When it came down to creating art for the first few characters of *Overwatch*, it was a very natural process. All the relationships between the heroes' styles and shape language are the same, so though they are so different, they look like they're from the same game.

RENAUD GALAND

We all work really closely together. We're always getting each other's eyes on the work, so it's almost like a group effort on every character. It keeps things very consistent, very high quality… Of course, we also had "the button."

MATT TAYLOR

Oh yeah. As a team, sometimes, you need to let it go. Matt and I, we suffer from being perfectionists. We were all joking about that, and one day I just showed up with this button and pushed it…

RENAUD GALAND

> Let it go, let it go-o-o-o!
>
> **FROM THE SOUNDTRACK OF *FROZEN*, A DISNEY MOVIE**
>
> Oh God.
>
> **MATT TAYLOR**
>
> Every time somebody would say, "I'm just going to spend an hour moving all the rivets by one pixel," I'd just press the button. Like this.
>
> **RENAUD GALAND**

> Let it go, let it go-o-o-o!
>
> **FROM THE SOUNDTRACK OF *FROZEN*, A DISNEY MOVIE**

> It became like a Pavlov effect, where we just needed to show the button, and everybody would say, "You know what? It's good enough. I'm going to move on." Or else...
>
> **RENAUD GALAND**

> Let it go, let it go-o-o-o!
>
> **FROM THE SOUNDTRACK OF *FROZEN*, A DISNEY MOVIE**

> We could have noodled on these things forever, but the button helped us keep the art moving. Prevented us from becoming victims of ourselves.
>
> **MATT TAYLOR**

We were able to start a lot of tech early... At the time we didn't know how often we'd release game content. Would it be every two weeks? Six weeks? Who knows? We needed a branching strategy. So we talked to the *World of Warcraft* team and asked them how they do that, just so we were prepared.

DAVID CLYDE

When I got here, all we could do [in FX] was spawn a particle, color it, and move it around a little. Then we had to build ribbon systems, how to handle movement, how to spawn effects on objects... I think there were some blue temp effects for Tracer's pulse bomb. Everything else we built from scratch. The whole style, from the ground up.

RACHEL DAY

This is going to sound strange, but a huge moment for me was when we got breakables working. It was just a vase in Cairo. One vase. Nothing pretty, but you could shoot it and it blew up, and that meant the pipeline was working.

DYLAN JONES

From the first days of the project, the ability to play by sound was a huge, important goal. We talked about *Quake, Team Fortress, Counter-Strike*, games where you can react really quickly based on sound. It helps you play the game... It tells you where the threat is coming from.

SCOTT LAWLOR

The voice on Bastion was interesting. I knew it needed to be emotive and voice-driven, to exude character, charm, and be friendly... Right away I came up with a formula with some of my favorite software plugins to modulate my voice and make it sound "Bastion-y." I pitched it to the team, but it didn't click. I spent three long, terrifying days trying to find the right approach, but nothing was working. I pitched more and more ideas; none of them were resonating. I finally called Chris Metzen down to my office and pulled up my original idea from three days prior and stood him in front of the mic. He tried it out and immediately said, "This is great!" So, yes, Bastion is voiced by Chris Metzen. Once he could hear it in his headset, he could play it like an instrument. It needed the right tone and performance.

PAUL LACKEY

Voice is spectacularly complicated data. The math of it is crazy. We have something like 7,000 lines now. Okay, so 7,000 times twelve languages, and each language has its own unique rules that need specific lines. Okay, now multiply that times three platforms. Now we're at something like half a million files. We have a tool where the writer can author [dialogue] lines, and it will export to localization. It will track its state—make sure it all gets recorded—and then we import [the audio], post-process it, adjust the levels, get it to all the different languages and platforms. A lot of the process is automated.

EVAN CALDER

Another extremely challenging sound was the "hit-pip." When you hit someone, you need to know you made contact. The sound needs to cut through the mix but not feel like it comes from any hero. It went through tons of iteration. Finally, one night I thought, "It should be satisfying to hit an enemy." Just think about what's satisfying: beer. So I literally opened a beer bottle. *Pssht*. The sound is reversed and tweaked a little, but that sound is our hit-pip.

PAUL LACKEY

> Wait... really? Really?
>
> **JOEL TAUBEL**

> Yep, it's the simplest sound I've ever made, and it took freaking forever to come up with it.
>
> **PAUL LACKEY**

It became very clear that this team was committed to making this game work. They had a fire lit under them... and it was completely self-inflicted. There was really a sense of hope. They had a clear vision, and they were going to go and do it and make it great.

MICHAEL BIANCALANA

It didn't really feel crazy. It felt fun. It was a lot of discovery instead of "work." We were all rockin' it.

JUSTIN DeCLOEDT

Although there was a lot of pressure, I feel like the whole team had just a focus... The atmosphere early in the project was energizing. Everyone was kicking ass. We'd have daily meetings that were shocking, surprising us with how much was getting done. There was really good cohesion; everyone knew what they were doing. We just really wanted to prove what we could do.

EVAN CALDER

Almost everything was always polished. I don't understand how that's possible. We'd have meetings—we'd see something new, and I'd think, "This is already shippable. How did this happen?" Everyone did an amazing job with how fast everything came together.

JOE MICELLI

We had an idea for the "Play of the Game" feature. "Maybe we have the characters do a victory dance when they get the Play of the Game." So I sat down one day and did an animation where a guy did a victory dance in front of the London level. It took off like wildfire. Now we've got 63 of those animations. It's cool that you can have an idea on this team, and you can pitch it to somebody, and it becomes part of the game. It's that easy.

MICHAEL BIANCALANA

There would be these impromptu playtests that would happen. That was the sign that things were going well, because people would keep playing for hours and hours.

DAN REED

We used to have meetings every day at 10:00 AM. They'd last 15 minutes, and then you'd play the game until 11:00 AM. Then we'd go through the list of yesterday's tasks and today's feedback.

DYLAN JONES

> And we loved the game so much, we played longer than we were supposed to. So they actually extended the playtest time because nobody could stop.
>
> **LAN-FANG CHANG**

> Basically no work got done in the morning. Come to think of it, ever since we started playtests, we've had trouble getting people to stop and do some work.
>
> **ARNOLD TSANG**

> But actually, that was when production was moving the fastest. We were at our most agile, and we loved what we were making.
>
> **DYLAN JONES**

We built the system from the ground up to support lots of heroes... Something that wouldn't require tons of busywork for programmers just to make a new ability or weapon work.

DAN REED

We had a lot of art content, and there were a lot of shaders that needed to be built. Sometimes an engineer will modify one shader file, and that can have cascading effects across all the assets in the game, and he or she will need to rebuild them. I implemented something to utilize most of the computers on the floor to rebuild them much faster... An impromptu render farm, I guess.

LUKE MORDARSKI

One really epic moment was when we did the second round of iteration on Hanzo's dragon. The first version was a little sloppy. The second time we came together... we decided to form the dragon out of the portal and have it be massive, the size of the map almost. When we saw it finally work, it was a super huge moment. We all thought it was a big win for the game.

RACHEL DAY

One of my favorite moments was when I discovered I could take one of our physics explosions and attach it to an object, and it would act as a rocket engine. That's what we use to make fire extinguishers and propane tanks fly around the world.

SCOTT GOFFMAN

There's one piece of direction that I love and I use to this day: "This game is all about the heroes." So when you have to make a decision about technology or about what features to work on, if it aligns with that... great. If not, don't worry about it. Leave it for later.

TIM FORD

Some of the heroes worked out almost on the first try. Others... I think we went through 50 ult ideas for Bastion. One had him flying around and shooting down through his shield. It was a lot of fun. And way overpowered.

MICHAEL HEIBERG

I had no doubt we would take the game to BlizzCon by June. We had seven heroes done, I think. The rest of the summer was taken to finish out the roster of twelve heroes and polish the crap out of it. It got really, really close, but we pulled it off.

TIM FORD

We knew this was the first time everyone was going to see this, and first impressions are everything. The pressure was massive in 2014.

JOEL TAUBEL

THE BIG REVEAL: BLIZZCON 2014

[In the lead-up to the convention], we were trying to find leaks. We were so nervous the game would get spoiled.

ARNOLD TSANG

We were so focused on not leaking anything. A bunch of us were in the BlizzCon stockroom [before the announcement], unpacking all the *Overwatch* T-shirts ourselves. We didn't want temp hires to do it and potentially ruin it.

JULIE FARBANIEC

There were a lot of us sitting in front of the stage, and secretly we're all wearing *Overwatch* shirts, hiding them under our jackets.

SCOTT MERCER

My brother didn't know what was going to happen. I had a polo shirt on to hide my *Overwatch* clothes, and he was asking me, "It's BlizzCon; why are you dressed for work?"

TIM FORD

We were physically keeping the game to ourselves until the moment it got announced. We were just sort of fidgeting, trying to sit still.

DAN REED

I was pretty much giddy. Butterflies. "It's gonna happen. It's gonna happen..." It's a great feeling. Once you enter the room and feel all the excitement, it amps you up, too.

JOE MICELLI

I was nervous; I wasn't expecting that. I was really pumped up at first, but sitting in the audience, as Metzen was going up on stage to announce, I was like, "What if nobody likes it?"

MARK WALIGORA

There are a lot of Blizzard fans who just don't play shooters. And we're about to hit them with a gun game that has a DJ from Brazil and a chick who time warps. But we don't have any necromancers, and you're not fighting a demon...

JOEL TAUBEL

But that trailer... I don't think anybody in that crowd was expecting something like that.

ARNOLD TSANG

I wasn't watching the cinematic; I was watching the crowd. The wonder in their eyes was the same wonder in the little kid's eyes in the cinematic.

JUSTIN DeCLOEDT

There were some kids behind me that were freaking out. "Oh my G-o-o-o-o-o-d!" The reactions were amazing.

BRIAN FARR

That was really emotional for the team. We were finally able to talk about *Overwatch* with the world. It was super exciting... And our shirts! We just started ripping off our jackets.

SCOTT MERCER

> Hulk Hogan style, baby.
>
> MICHAEL HEIBERG

There were many tears; we were all an emotional mess.

TIM FORD

We just showed video after video, and there was one guy in the audience screaming, "We can't take any more!" And then we told them they could play it right now.

DAVID CLYDE

People stood up... They were confused for a moment, and then they ran. They just sprinted to the demo. We had to yell after them, "Please walk! Please don't hurt yourselves!"

TOMAS NEUMANN

The crowd was so incredible. I ended up working two shifts at the demo booth, just watching people playing our game. I saw old people playing a shooter for the first time. I saw kids teaching their parents how to play. People were bonding over something I helped make.

RENAUD GALAND

That was seriously a once-in-a-lifetime moment, to have such a big launch and to have it so well received. I was nervous before we revealed it. To my knowledge, Blizzard fans weren't clamoring for a hero-based, multiplayer shooter. The fact that it stayed hidden made it so much grander. But the reveal... There was cosplay the next day! That was probably the coolest day I'll ever have.

PAUL LACKEY

It was a crazy feeling, seeing rows and rows fill up with players who hadn't even known about the game an hour earlier. We got in line, played a bit with them. I was nice. I played Mercy. I wasn't about to go rampaging.

TIM FORD

Not only did people see it—they played it, and the feedback was positive. It just reinforced everything we were doing.

JOE MICELLI

There was a big affirmation that, yes, we're doing the right thing. People love the world we're building; they love how the game plays.

ERIN CATTO

We've all been excited up to that point, and then we share it with the public, and now they're excited and losing their minds and getting in line over and over to play it... You just kind of wanted to come back and do a really good job.

MARK WALIGORA

Being there in the crowd was a truly amazing experience. And it really made us want to come back to the office and hammer this thing out. When we got over the BlizzCon plague, anyways.

DYLAN JONES

SENDING IT OUT

[With] that sort of big emotional high, we came back from BlizzCon going, "Now we really need to get going." More heroes, more maps, more polish. They need to look at *Overwatch* and know it's a Blizzard game. Everything has to scream "Blizzard."

SCOTT MERCER

The little details, the polish, that's what gives a game the Blizzard touch. It just needs to feel right.

ERIN CATTO

We just want to make sure whether you're on PC or console, the game is still fun. Making that happen actually helped us focus and streamline our gameplay design. It felt really clear and easily graspable.

DAN REED

We've really tried to work with the other support teams around Blizzard. We want them to be really collaborative and included in [the *Overwatch* team's] culture, and [to know] that their opinions are heard. It wasn't just [our team] making *Overwatch*; it was Blizzard making *Overwatch*. Embracing that from the beginning, I think, has really helped us. We wouldn't have gotten to where we are today without the whole company helping us out.

LEE SPARKS

I'll be honest: the full impact of the game didn't feel real to me until we released the beta. I was very reserved until the day I was watching the stream and they made a comment about something I worked on. Whoa. A couple hours later I realized I was playing in someone's popular stream.

JUSTIN DeCLOEDT

We sort of anticipated what [professional] gamers would do, but to see them in action has been crazy. They've even been surprising us with what's possible... There was a YouTube video of someone pulling off Spider-Man moves with Lúcio in Temple of Anubis. I started practicing that immediately. I helped design that hero, and I didn't know you could do that!

MICHAEL HEIBERG

People are amazing. They figure out how to get to unexpected places on the map... Sometimes we have to take it out because it's broken, but usually we just think it's really cool.

DAVE ADAMS

Have you ever heard of a hero called "Dying Breed"? That's actually a dummy string we put in the build a long time ago when the devs started playing the game from home. We knew if anyone data-mined it, they were likely to find those strings, and if they did, they would put it up on the Internet. That was our way of identifying what was and was not data-mined. But we actually forgot about [the string] when we shipped the beta, and that hero, Dying Breed, was one of the things they found. The team was like, "Dying Breed? Who?" We had to explain it was a fake hero... But, hey, it worked exactly as planned.

DAVID CLYDE

It's still weird to me when people know the game. I'll wear an *Overwatch* jacket, and strangers will say, "Hey, I love your game!" It still feels alien to me, but it's great. Making a game that's fun and exciting for everyone, that's the dream, right?

EVAN CALDER

Now we're shipping PC and Xbox One and PS4 all at once. It's going to be ridiculous. The scope of it is hard to even imagine. The number of people that are all of a sudden going to be playing *Overwatch* and getting geeked up with us...

SCOTT MERCER

I want to see everyone get their hands on these heroes. I want them to have as much fun as I've had.

MICHAEL HEIBERG

This is more than just a game. These heroes are going to live so far beyond the game. It still feels like a big deal.

BRIAN FARR

I'm really looking forward to what I get to do next on this game. I think all of us on the team are.

JUSTIN DeCLOEDT

What we have coming is really, really cool, and I cannot wait for people to see it.

LUKE MORDARSKI

For all the work we've put in so far, what's humbling is that this is just the beginning for *Overwatch*.

SCOTT MERCER

OVERWATCH™

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» Creative Development
» Video & Post Production

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THE WORLD NEEDS HEROES

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